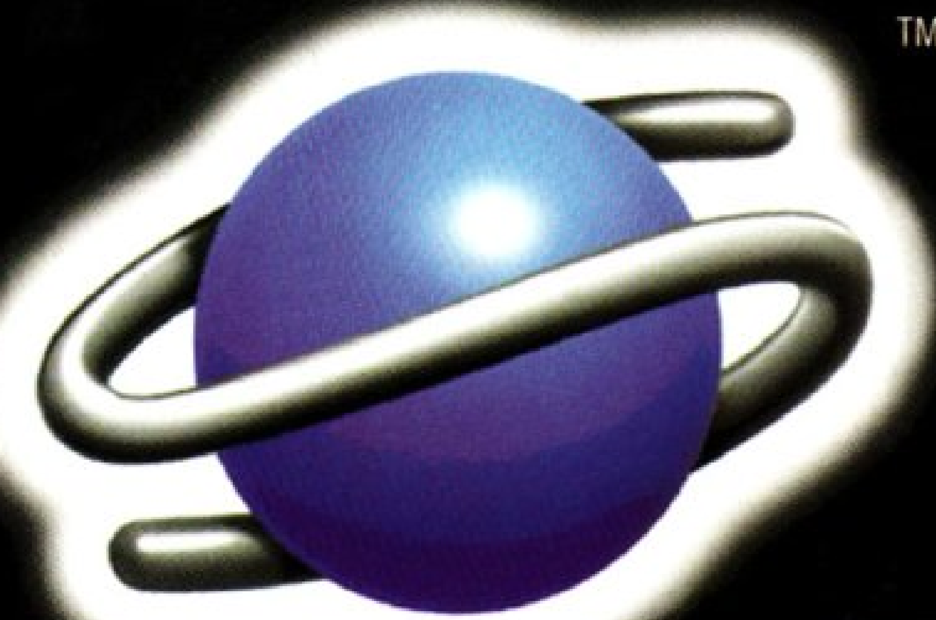
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OCTOBER 1998

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Yo, Sucker DJ!

It's all got rather exciting this month, hasn't it? The highlight was obviously going to Sega Europe to witness Yuji Naka - the creator of Sonic the Hedgehog showing us the reality-rending new Dreamcast incarnation of Sega's mascot character! At the moment, Sega and the Sonic Team are not amazingly keen on revealing the full power of this potentially incredible game, hence the smattering of screenshots we've printed in this issue.

To be honest though, just the thought of the Sonic Team returning home and producing a new Sonic title is enough to get us drooling like simpletons. Sonic R and Sonic 3D might have been decent Saturn titles, but it's worth remembering that the last Sonic Team title to feature the blue spiky one was Sonic and Knuckles waaay back in 1994. They've been away too long.

On a slightly more depressing note, this issue features what could well be the last official Sega Saturn review. Deep Fear may not be quite in the same league as Resident Evil, but it's still worth checking out. In the meantime, it's best to get your Saturn converted so you can run the likes of Radiant Silvergun, Dead or Alive, Grandia and X-Men vs Street Fighter simply cannot be ignored.

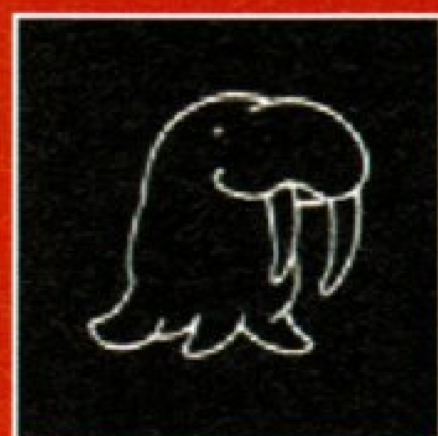
Still, it's pretty obvious though that Dreamcast is the future. Sure, Godzilla looked fairly cool. but it's just nothing compared to the power of Sonic... and the question we have to ask ourselves is just what are the other AM divisions up to at Sega? We can safely assume that an arcade-perfect rendition of Virtua Fighter 3 is heading our way... and the news about Sega Rally 2 found in this issue is also a big cause for celebration. Sega's Dreamcast plans will satisfy the hardcore gamers and also draw in a new generation of players. So, brilliant news all round then!

RICH LEADBETTER

First I'm gonna crush Japan, then I'm coming for you!



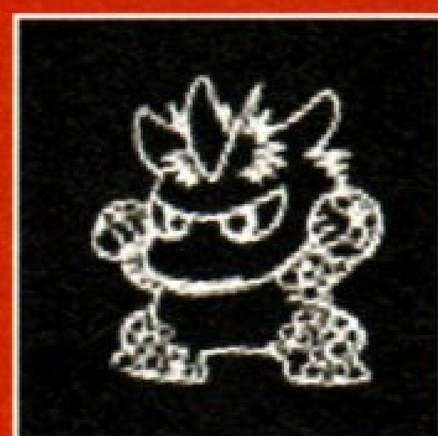
RICH
The VMS is nothing new to Richard – he's been engaged in secret DNA-splicing for years. He takes pity on failed subjects gives them names, then gives them jobs to cover his tracks.



MATT
Matt's first monster died before it had any fights. He grew another one which got killed in its first battle. Matt is now disillusioned with the whole VMS thing, claiming it's "not fair."



WARREN
Warren is a member of Japan's secret National Defence Force, meaning he's on 24-hour call to protect his adopted home from REAL monster attacks. The VMS is a child's toy to him.



LEE
Every Godzilla monster reminds us of Lee, who, thanks to a bizarre case of mistaken identity, was hunted down, captured, shipped to the jungles of Bolivia and released in the wild.



GARY
Has bred the toughest VMS monster, which has munched through all opposition. Gary thinks this makes him perfect 'breeding stock' and wants to point this out to any female readers.



JASON
Jason's belly-button is shaped exactly like the VMS socket, meaning he can plug the VMS into himself and win monster DNA in his head. Jason is now 58 feet tall and can't fit in the building.



NICK
We can't tell if Nick's monster is any good because it's always late for fights, arriving after the others, mumbling some excuse like monsters not being allowed on trains or buses.

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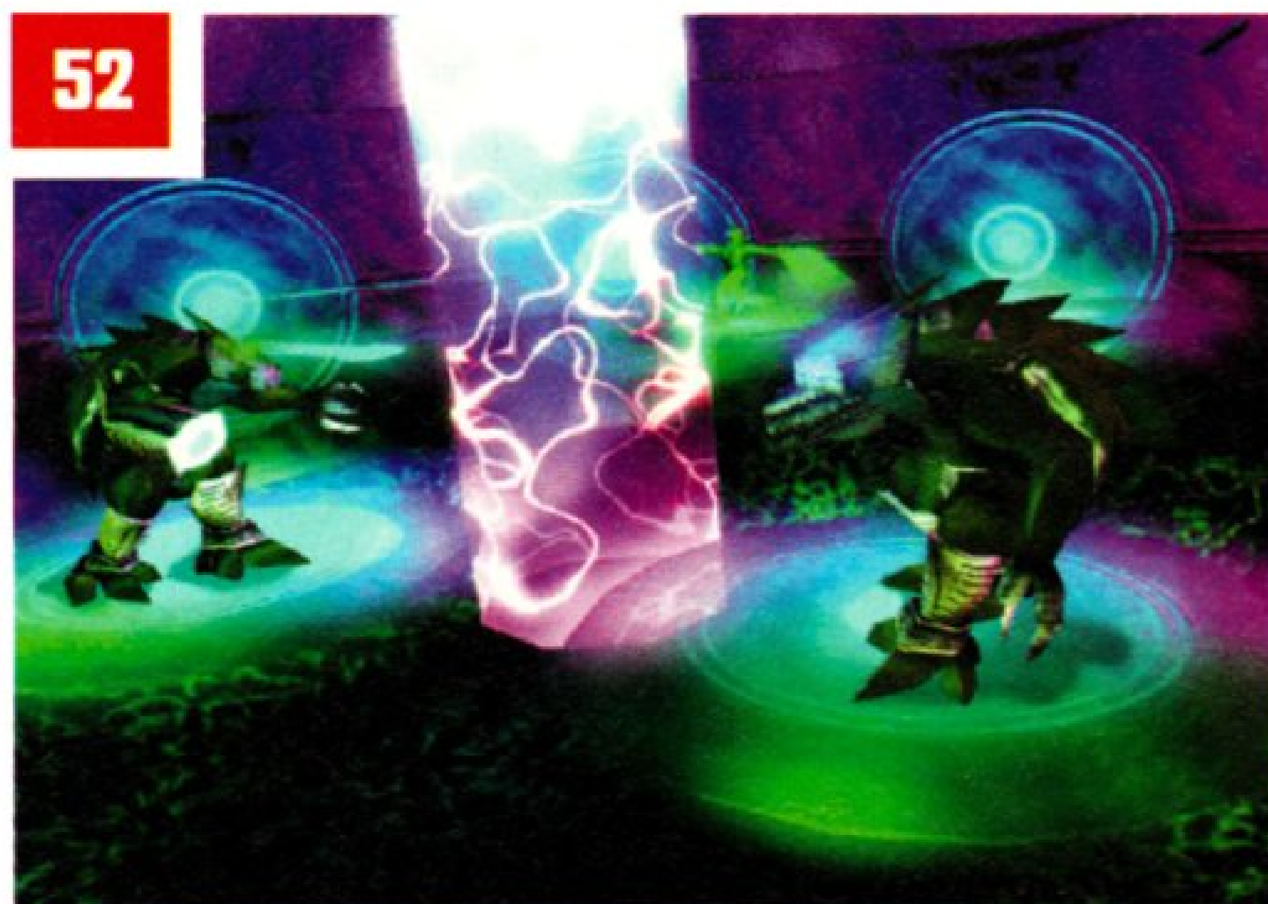
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"THERE IS ANOTHER..."
Well, what do you think of Sonic Adventure then? You won't believe how amazing this game is... and it's coming soon!

emap. images

52



60



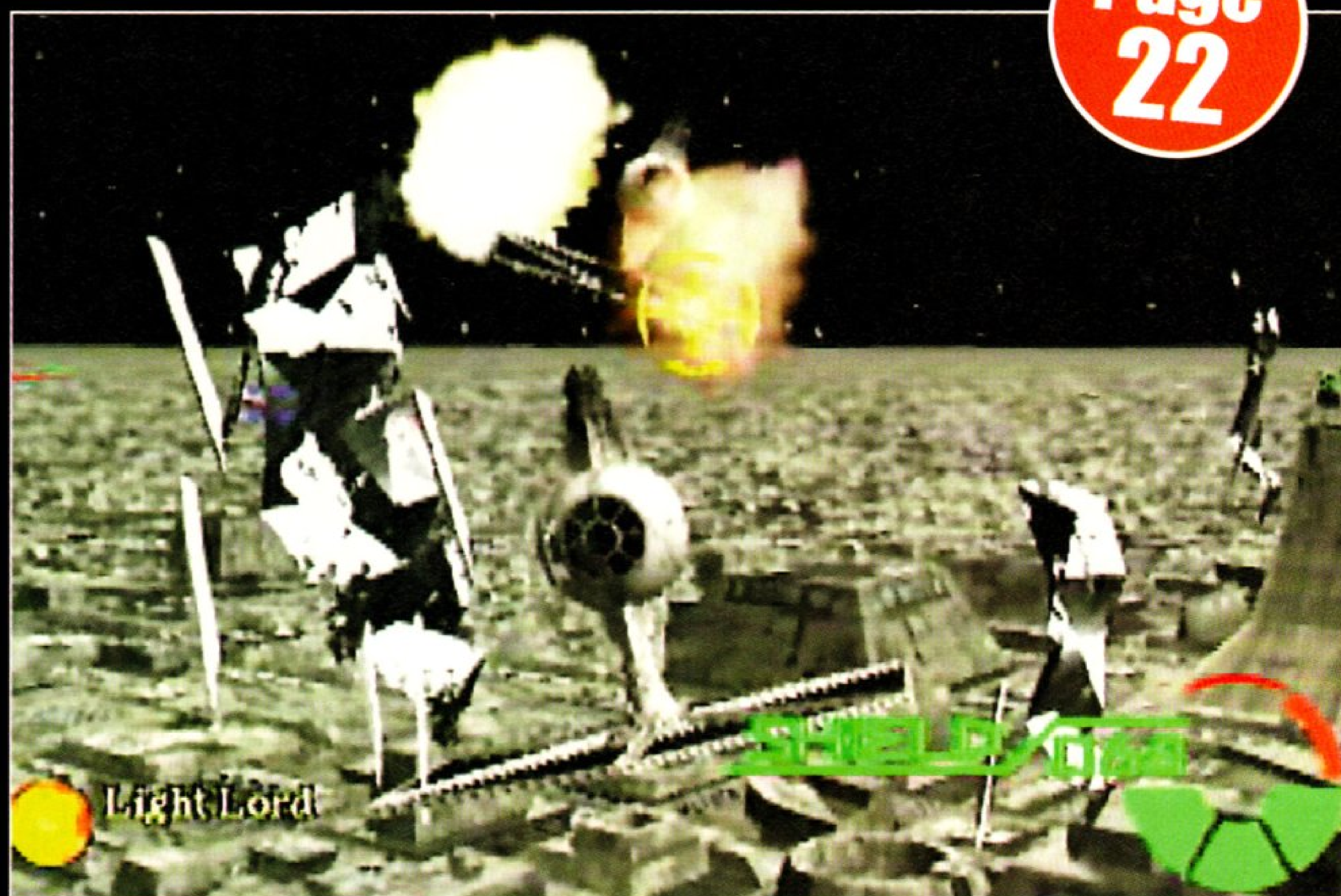
Features

EXCLUSIVE!

Star Wars Trilogy

Feel the Force with AM8's awesome new coin-op! SEGA SATURN MAGAZINE has the first shots!

Page 22



▲ "Ya-hoo, you're all clear kid!" Model 3-based starfighter combat in George Lucas' Star Wars universe!

Page 46

Pen Pen Triicelon

You ain't seen nothin' until you take a look at General Entertainment's wacky winter wonder!



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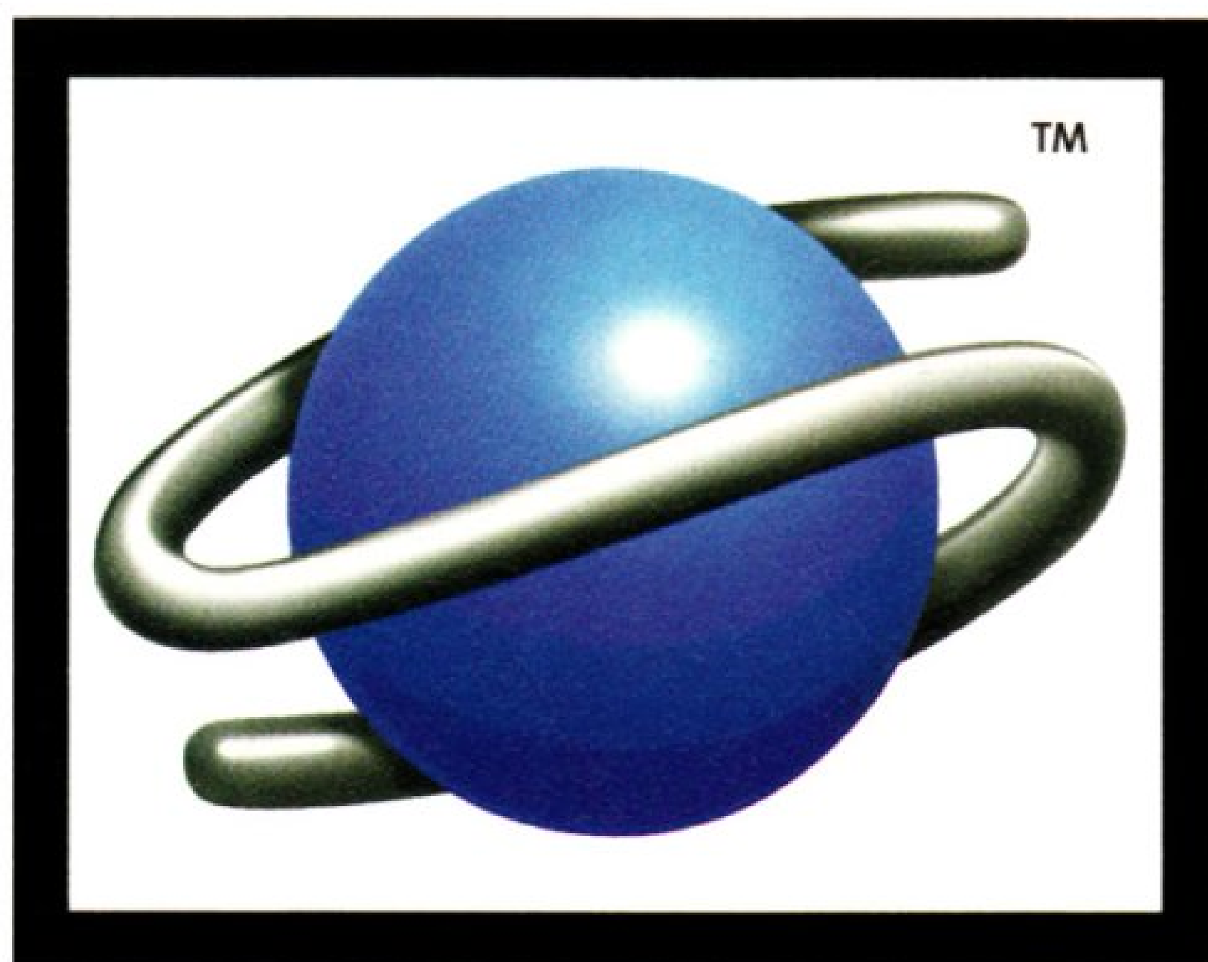
Playing Tips

SONIC™ ADVENTURE

Page 14



He's back and better than ever! Sega's mascot speeds onto Dreamcast in the ultimate Sonic experience!



NEWS

Sonic's Back!

It's the Dreamcast game we've all been waiting for!

Sonic Team stages first public playtest! ■ 15,000 people attend Sonic event! ■ Yuji Naka in fine comedy form! ■ Crowd chants recorded for use in Sonic Adventure!

After years of silence, Sonic Mania once again returned to Japan in August when Sega announced its first official Dreamcast Game, Sonic Adventure! On Saturday, August 22nd at the Tokyo International Forum, Sega showed the future of computer gaming to a 15,000 strong crowd - and they weren't disappointed. Despite following in Warp's footsteps, Sega managed to pull off an even bigger and better show with three packed-out performances featuring the first ever live playtest of a Dreamcast game... on the actual hardware itself!

The queues started forming on Friday, as a few Sonic maniacs camped outside the hall. On Saturday, the masses started gathering from around 6:00 am for the first showing at 11:00, and by the time the doors opened there were thousands of people queuing around the building. As the doors opened, the crowds ran to the entrance gate where they received there special Sonic Adventure goodies bag, containing a limited edition T-Shirt and program. However, even with this selection of freebies, frantic fans also started buying the vast array of Sonic goods at the Sega stalls inside. In fact Sega made more than enough money from its merchandising to cover the cost of the shows!





Inside the hall itself, the stage was completely black except for a mysterious Sonic logo. After waiting



▲ Could this be Perfect Chaos? Whatever it is, this transparent creature looks stunning!



▲ A warehouse-full of Sonic merchandise was on offer at the show - from toys to T-Shirts.

Back with a blast!
Sonic Team's greatest hero returns!
PAGE 06

Dreamcast demos
Future City shoot 'em up revealed!
PAGE 10

Sega Rally 2
Exclusive shots of PC conversion!
PAGE 12

Neo Geo Pocket
First pics of SNK's new handheld!
PAGE 13



▲ Happy Sonic fans gladly queued for hours, just to see their hero back in action.


▲ Knuckles explores one of Sonic Adventures many stunningly detailed stages.

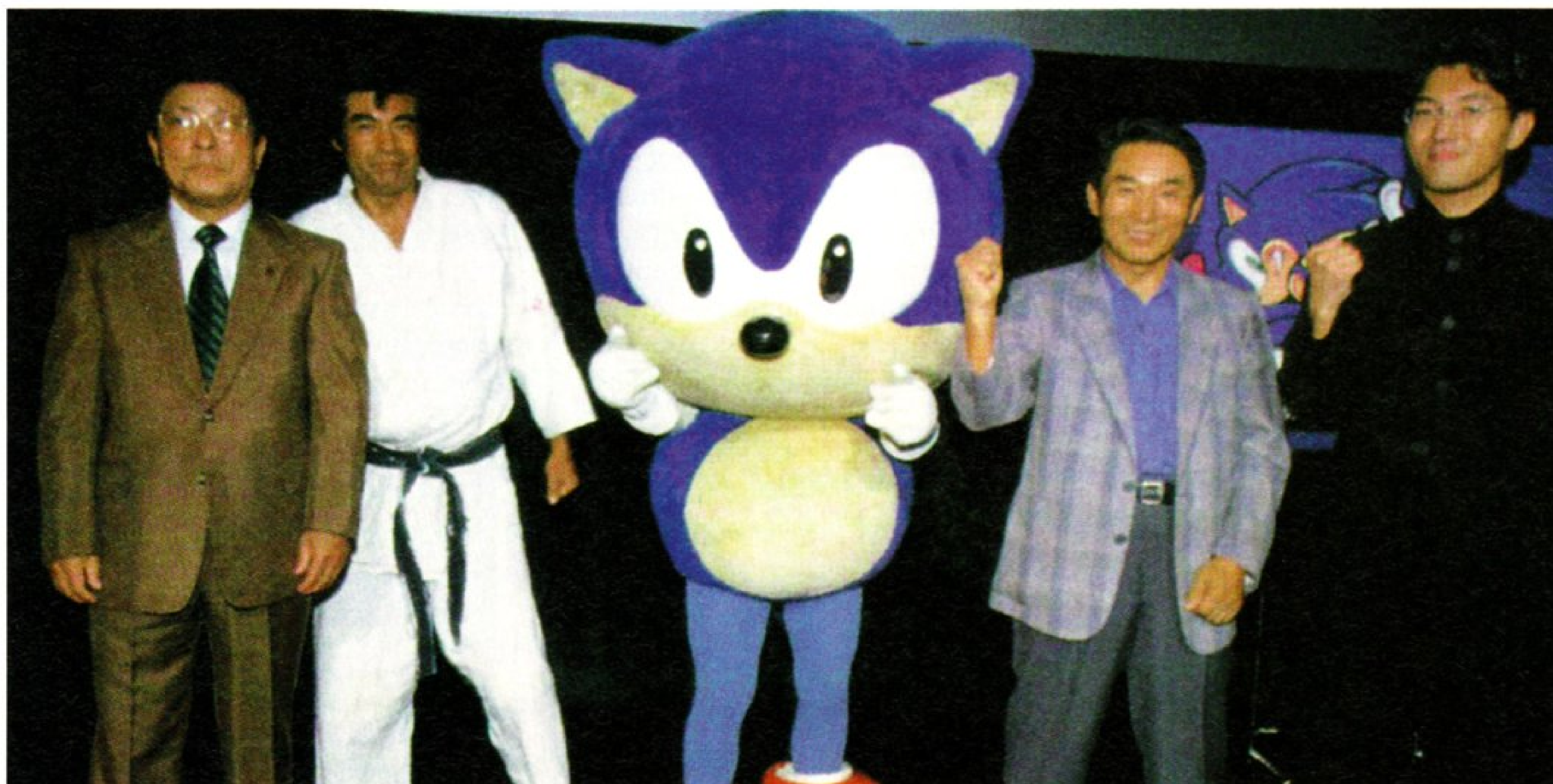
for what seemed like an eternity, the lights dimmed, the music started and the show began with the now famous Iri-san demo - first shown at the Sega New Challenge Conference. Next, Sega's President, Mr Irimajiri, appeared on the stage and made a fifteen minute speech about the Dreamcast, explaining about the VMS and modem.

With the introduction completed, everybody waited in anticipation for what the main event, the debut of Sonic Adventure! The curtain was raised, revealing a brightly-coloured platform where, in an incredible stage performance Mr Yuji Naka bursts out of an egg-shaped balloon to massive applause from the audience. Sitting behind a special desk,

Mr Yuji Naka appeared out of a giant egg to massive applause!

he then proceeded to introduce the Sonic Adventure Project and talk about Sonic Team's trips to South America to gather materials for the game. At this point he ran a special comedy-drama video that the Sonic Team had prepared, which showed Sonic Team trekking through the jungle, standing in front of ancient Mayan temples and climbing high into the mountains. Various scenes were shown from their travels and mixed with clips from the game to show how they used there experiences to make Sonic Adventure.

Next, Mr Naka called upon the director of Sonic Adventure, Mr Takashi Iizuka, to play the game live in front of the drooling audience. In order to show that the demo wasn't rigged, the audience were asked to choose which scene from the game they would like to see played, by using a massive 'Clap-o-Meter' to measure their applause. Of the three available


▲ Sonic Jam: Sega's top men gather to bring their blue mascot into the next century. Dreamcast Sonic Adventure is awesome!


▲ "Why are we waiting, why are we... etc."

levels on offer, most people wanted to see Sonic on the 'Speed Highway stage. Finally, here was the moment everyone was waiting for and they got what they really wanted - high-speed action and plenty of it!



Following the demo playtests, Mr Naka announced that he wanted to record everyone's voices and put them into one scene in the game where a crowd is cheering for Sonic. In order to get

Sonic Team recorded the voices of those present and they'll be included in the finished game!

the audience into the right mood, Mr Segata Sanshiro (Mr Sega Saturn) walked onto the stage, dressed in his familiar Judo kit, and got everyone to shout "SONIC!" ten times. With him were two members of the Sonic Team sound department who had shotgun microphones and a DAT recorder.

The show finished with a rock band on stage, playing the main theme tune of Sonic Adventure. As a tribute to Sega's blue mascot, one of the band's guitars was a special Sonic instrument which had been especially painted with the black Sonic Adventure teaser image!





▲ Remember: All the pics you see on these pages are actual in-game shots... not renders!



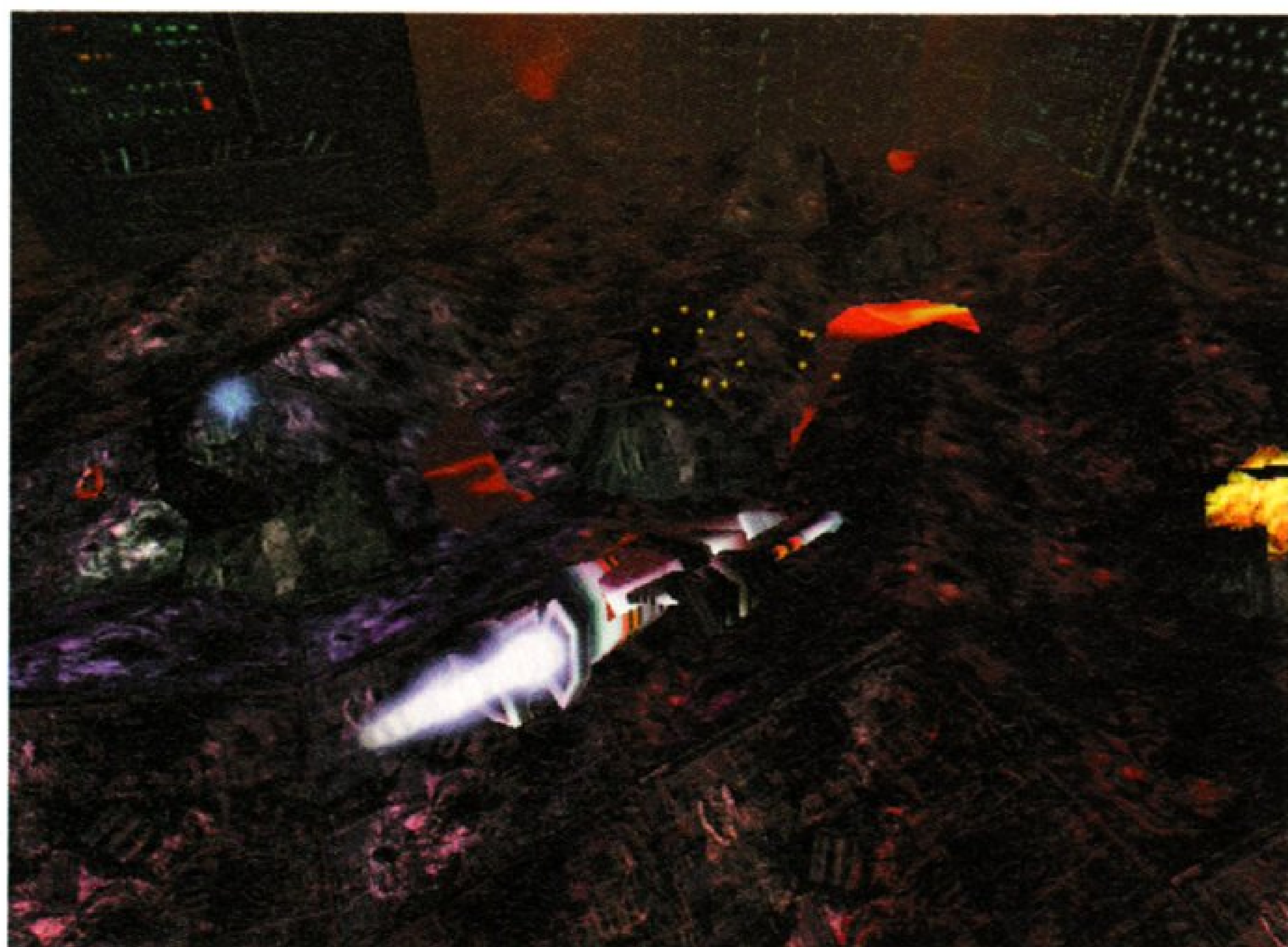
▲ 15,000 fans turned up for the event.



▲ Everyone received a Sonic goodie bag.

Dreamcast Demos Exposed!

Dreamcast technical demos sighted by SSM ■ Blade Runner-style shoot 'em up revealed ■ European demo programmer interviewed ■ Check out these incredible screenshots!



▲ The aim of the Future City demo is to show off the cool lighting and particle effects.

This month, SEGA SATURN MAGAZINE was privileged to be invited to Sega's London-based HQ to bare witness to an impressive array of early Dreamcast technical demos.

Running on Set Two development kits (approximately 25% power of the finished product), we were treated to an exclusive showing of the illustrious Iri-san head demo and the Tower of Babel demo, as shown at the Sega New Challenge Conference in Japan. This was followed by the four technical demos first revealed at the E3 show in May, with each designed to demonstrate a specific aspect of the Dreamcast hardware, (see issue #34 of SSM for the full report). However, by the time we got to see them, they were old news.

More interesting were the never-seen-before European demos, clearly the most exciting aspect of the presentation. The first depicted a galleon ship floating on a huge translucent ocean, with a real-time camera panning over the deck of the ship to demonstrate the incredible level of detail, with no pixilisation whatsoever. This was followed by a mightily impressive Mario 64-style demo, running at a silky-smooth 60 frames per second in high resolution, with far more detail and special effects than Nintendo's machine could ever muster. The aim of this demo was clear - to show just how superior even early Dreamcast development kits are over current home consoles.

To conclude the presentation, those present were treated to the

▲ Bare in mind that Future City isn't even running on a full-power development kit!



▲ The Future City demo is all being done in real-time. No pre-rendered footage here. No sir.

incredible Future City demo, screenshots of which are strewn around these pages. This real-time shoot 'em up features a detailed space craft which was being manoeuvred by a Sega representative around a Blade Runner inspired environment, with incredible real-time lighting and particle effects aplenty. In fact, so impressed were the SEGA SATURN MAGAZINE assembled, that we tracked down Future City's programming talent for an exclusive interview. Here's what he had to say:

FUTURE CITY DEMO: Tom Szirtes

SSM What was the purpose in creating the Future City demo?

TS The demo's purpose is two-fold. First of all, the idea is to provide source code to developers so they can learn quickly how to get a game running on Dreamcast. Secondly, it was developed as an internal exercise for Sega Europe so that, through making it and learning from the problems we came across, we can in turn supply an even higher level of support to our developers.

SSM How long did it take to create? How much manpower was used?

TS The demo was done by one Software Engineer (myself) and one Artist (Iain Nicholls) in Developer Support department in our spare time (we have many other jobs to do) in a few months.

SSM Why choose the Blade Runner-esque setting?

TS Because we love the atmosphere of the original film. Also it was a good environment to show many different special effects.

SSM What aspects of this demo are you especially happy with?

TS As a programmer, I'm very happy with the particle effects, the same system can generate fire, sparks and smoke. Also, the many lighting effects are very nice I think.

SSM Future City has been coded on an earlier and later development kit. Is it an ongoing project? What kind of improvements could you implement with the final delivered kit?

TS We do not intend to invest too much more time with this, since it is only a programming exercise. The final version will run extremely fast, since the demo is programmed to make use of advanced features of final hardware that we do not yet have in Europe.

SSM How many polygons are you displaying per second with Future City?

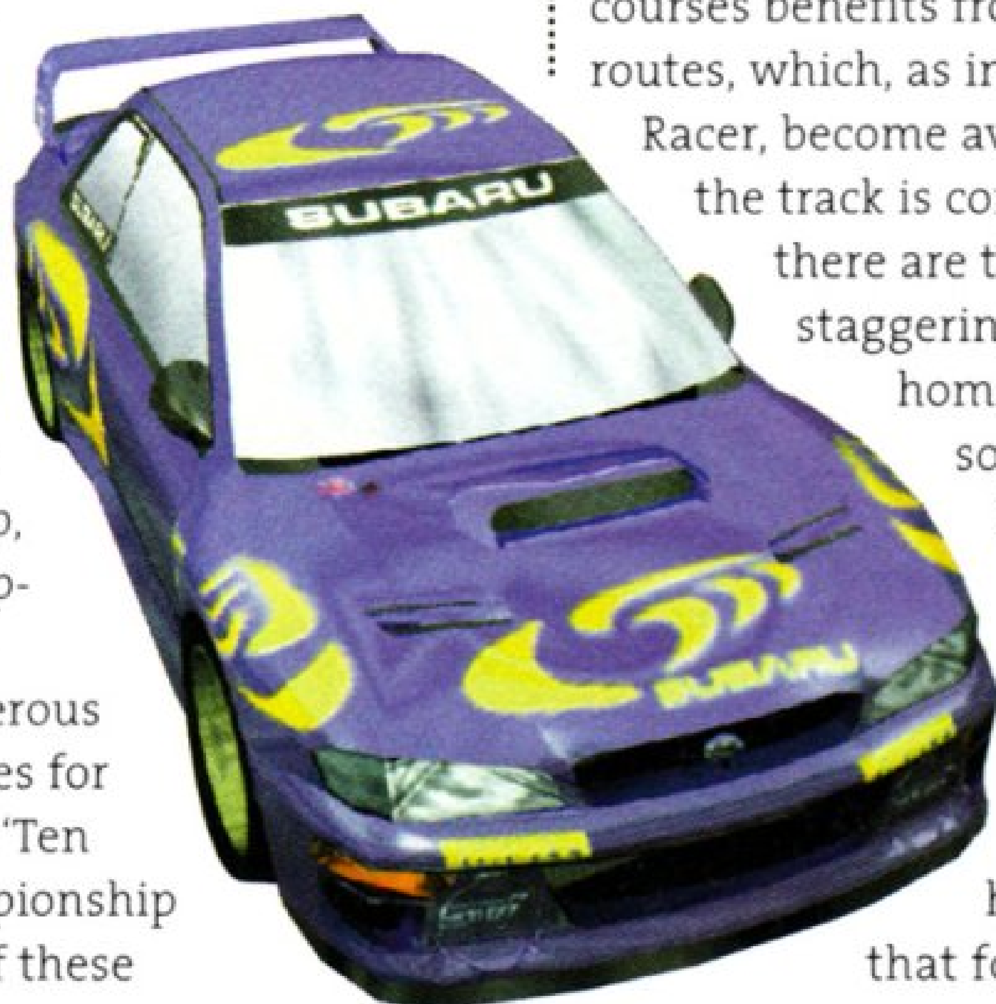
TS Actually, it varies, but I think it is over half a million. As I said before ,we cannot judge this properly until we have final hardware.

PC Sega Rally 2 Revealed!

PC Sega Rally 2: first shots ■ Original Sega Rally tracks included ■ Dreamcast version to benefit from same home features ■ Exclusive PC screenshots! ■ Lee has Sega Rally relapse!

Just as SEGA SATURN MAGAZINE was about to go to press, some quite incredible news came to our attention. It would appear that the PC version of Sega Rally 2 is now being developed by the very same team responsible for the all-important Dreamcast game, and as such will benefit from many of the same gameplay enhancements. In fact some of these features will quite literally blow your mind!





In addition to the four tracks from the Sega Rally 2 coin-op, the CS development team is crafting numerous all-new courses for inclusion in a 'Ten Season Championship Mode'. Each of these courses benefits from multiple routes, which, as in Namco's Ridge Racer, become available each time the track is completed. In total there are thought to be a staggering 40 stages in the home games, adding some much needed longevity to the relatively short-lived arcade experience.

But the best is yet to come. It has been revealed that four of these 'new' tracks are none other than the original Sega Rally courses! It's not yet known whether they will appear as exact replicas of the Model 2 originals, or be given a new lick of paint to make proper use of the PC and Dreamcast hardware. Whatever the case, it means that essentially you're getting both Rally games on just one disc! It has also come to light that the home conversions will feature an impressive range of 15 different vehicles, an extensive car tuning option, variable weather effects, night and day time stages in addition to split-screen/modem multi-player gaming. It just gets better and better!

The PC version is a clear indication of what a Dreamcast Sega Rally 2 could look like.

The screenshots on this page are taken from the PC version of Sega Rally, but we've been told to expect the Dreamcast version to look far, far superior. Rest assured that as soon as any Dreamcast screenshots surface you'll see them first in SSM.

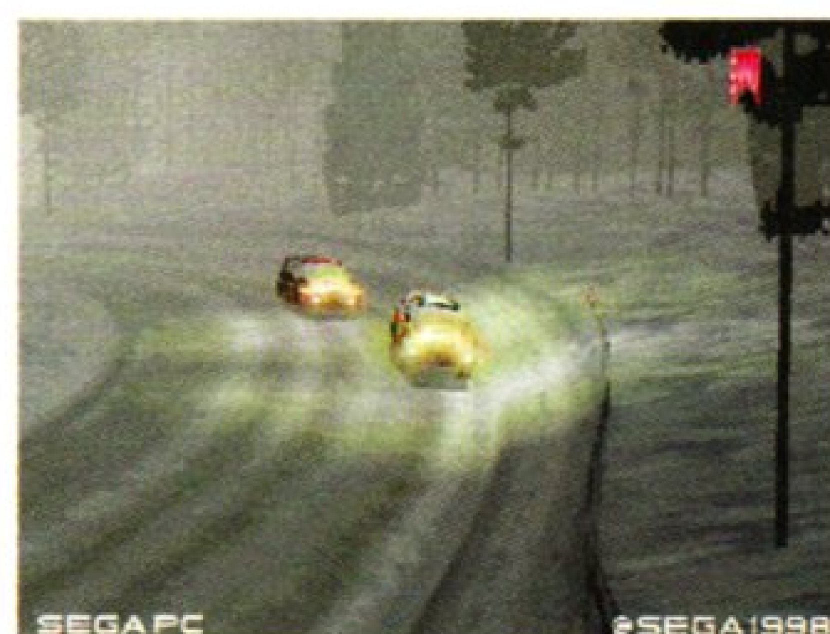


▲ Shots like these are an indication of what a Dreamcast Sega Rally 2 should look like.



▲ We're impressed. Let's hope a home conversion is as visually stunning.





▲ The PC version is being playtested even as we write this. It'll be out before the end of the year.



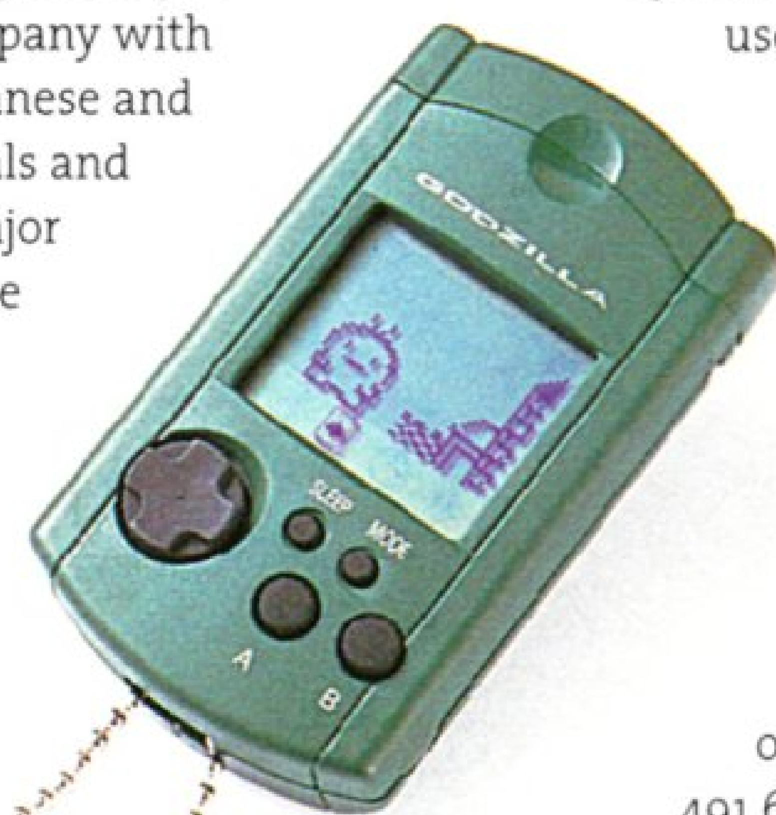
▲ Look Sega, Lee's gagging to play a Dreamcast version... hurry up with it already!

Digital Delights!

Fancy getting your grubby little mitts on a Godzilla VMS? We've teamed up with Digital City, a new mail order company with a huge range of Japanese and US games, peripherals and hardware for the major three formats, to give away a handful of these nifty little devices to a few lucky readers.

To get one of these great green gadgets, just tell us what you think VMS should stand for. Yeah, we know it's supposed to be "Visual Memory System", but we want you to use your imagination and wit to come up with an alternative version. Send your entries to the usual address... and be inventive!

Digital City is located at 52 Seven Kings Road, Ilford, Essex IG3 8DG or give 'em a call on 0181 491 6349!





▲ Want to get your hands on a VMS..?

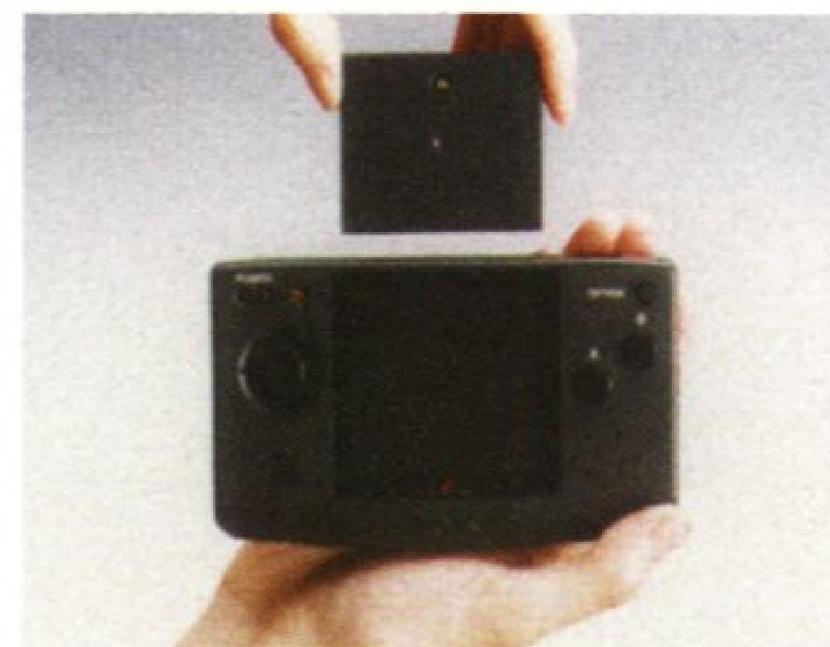


▲ If you do, just give Digital City a call!

NEO GEO Pocket Unveiled!

We first broke the news to you about SNK's new portable game system last month, but this issue we've got the first pictures! Dreamcast compatible, and with a range of cool launch games in the pipeline, the Neo Geo Pocket will be hitting Japanese stores later this year.

Featuring PDA (Personal Digital Assistant) features, a clock, calender and horoscope functions, the Neo Geo Pocket should be a huge success. SNK plans to unveil the machine to the Japanese public at the Tokyo Game Show in October and SSM will be there to "have a go..."







▲ King of Fighters '98: Neo Geo Pocket style.



▲ Expect SNK's machine later in the year.





SONIC™ ADVENTURE

Look, let's just say that this title looks like being one of the most spectacular creations in the whole history of videogames, in the world... ever! Sonic Team is back. Sonic is back... RICH LEADBETTER has the full story.



It's been four long years since the Sonic Team created an all-new game for their greatest character. Now Sonic's back... and how!

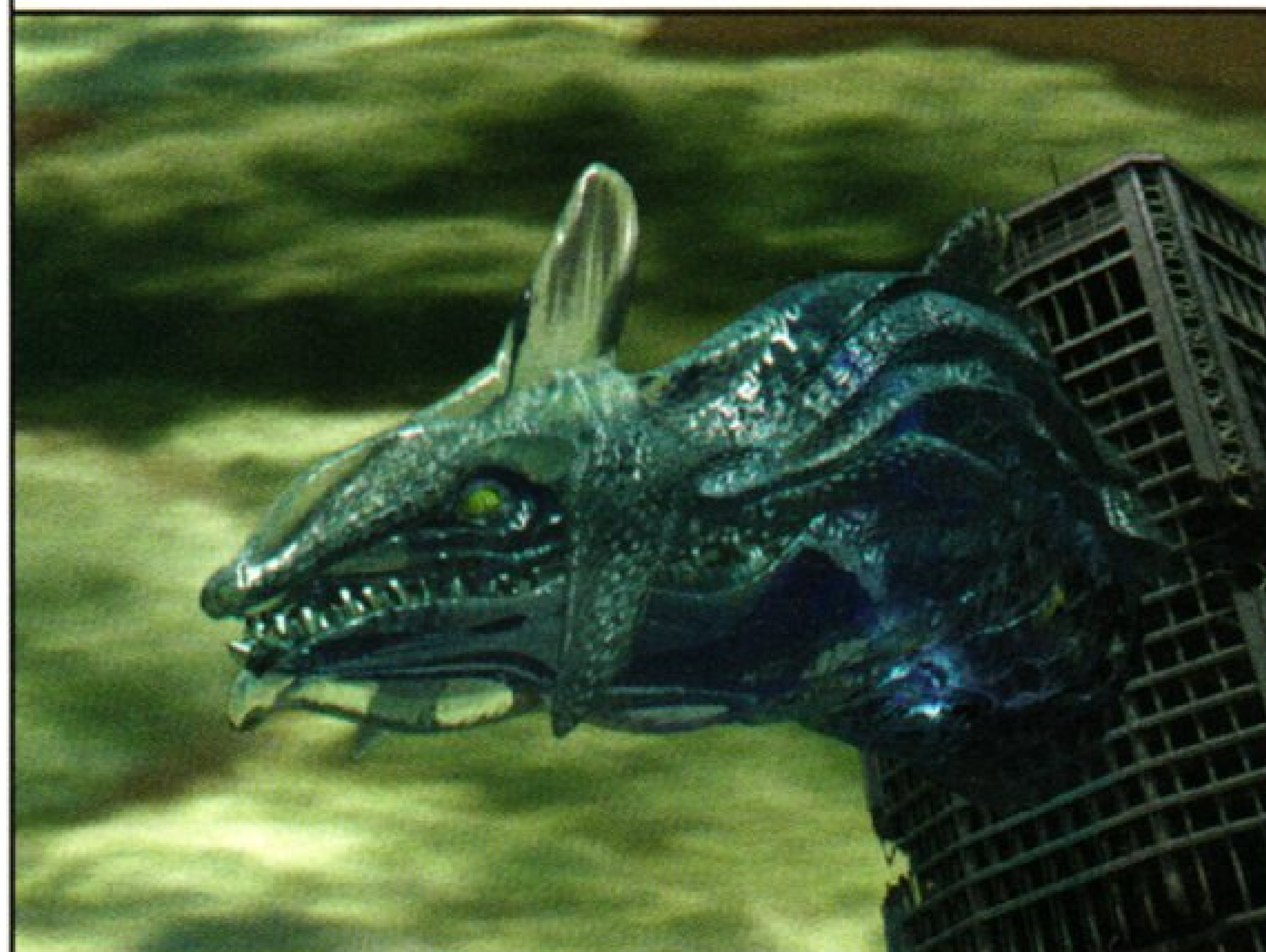
Last month, it's fair to say we got quite excited about the Godzilla Generations pics Sega of Japan released to the world. Finally, here was an actual game running on Dreamcast... and it looked fairly cool too. Less than four weeks later, Yuji Naka arrives in Europe with a 60% complete version of his own Dreamcast project, Sonic Adventure... and we're blown away. Totally.

Yes, Sonic the Hedgehog is back in the most graphically revolutionary videogame we've ever seen... perhaps the first home title that comes anywhere near the power of Sega's senses-shattering Model 3 arcade games. And believe us, in some sections, Model 3 looks passé in comparison! Dreamcast really is as good as everyone is cracking it up to be!

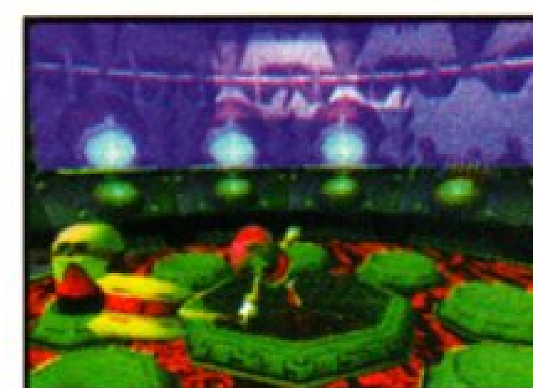
Just take a look at the screenshots adorning this feature - imagine these stunning, render-quality visuals screaming about in full high resolution and 60 frames per second action! Believe us, the screenshots look spectacular as is, but nothing will prepare you for the sheer power of seeing Sonic Adventure in action. And if anyone disagrees... well, hand in your copy of SEGA SATURN MAGAZINE on the way out - you don't deserve a game this good! >>

PUBLIC ENEMY NUMBER ONE!

It has to be said that just about all of Sonic the Hedgehog's enemies to date have been pretty cute, or else have involved some kind of outlandish machine designed by Dr Robotnik. Well, Sonic Adventure ups the anté significantly in that Robotnik has quite literally dug up a water elemental beast known as Perfect Chaos who has laid waste to an entire city, using his liquid form to blast apart buildings. Unfortunately, he's growing ever more powerful, thanks to his consumption of Chaos Emeralds. Of course, it's the responsibility of Sonic to take him down. The question is, how will a small, blue hedgehog defeat a force of nature? And besides, even before Chaos is confronted, there's also the question of his mini-bosses and of course Doctor Robotnik himself to consider!









▲ Top: Sonic speeds along at tremendous velocities. Middle: Amy's Hammer from Sonic Fighters features in a bonus game. Bottom: it's Knuckles! He's gliding.

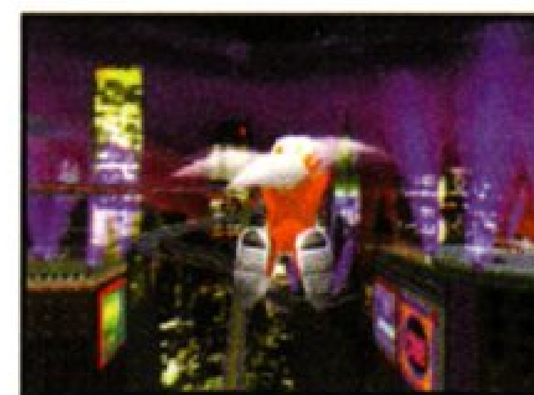


▲ Hmmm... looks like some kind of aerial explosion is sending the hapless hedgehog flying!













▲ Look, just take a peek at these screenshots and feel the power of Dreamcast!



▲ Knuckles gliding majestically through the city...

BEGINNINGS...

If, like us, you're just more than slightly irritated that Sonic Team never got around to producing an original Saturn title using their mascot character, you should be pleased to know that there's a good reason why they didn't. Once NiGHTS was completed, Yuji Naka found out about the Dreamcast project and decided there and then that only the greatest games technology in the world would be capable of carrying off his dream of the ultimate Sonic game. Even as Nintendo 64 launched in Japan, the Sonic Team were already getting to grips with their ideas for their first Dreamcast title!

Concepts were drawn up even as Burning Rangers was put into production and, once Dreamcast became a reality, Sonic Team started work on the actual game itself, in July of last year. Now, over a year has past and we're finally going to see what every true Sega fan wants - a Sonic game designed by the people that created him!

▲ Classic Sonic Team gameplay coupled with the unrivalled power of Dreamcast? Yeah, baby!

NEW LOOK SONIC!

As you might have discerned from the cover of this month's SEGA SATURN MAGAZINE, Sonic looks different. A lot different. This is all part of Yuji Naka's plan. The last time he had any direct involvement in the evolution of his creation was way back in 1994 with the release of Sonic and Knuckles. Since then it's been down to others to direct the destiny of Sega's mascot character.

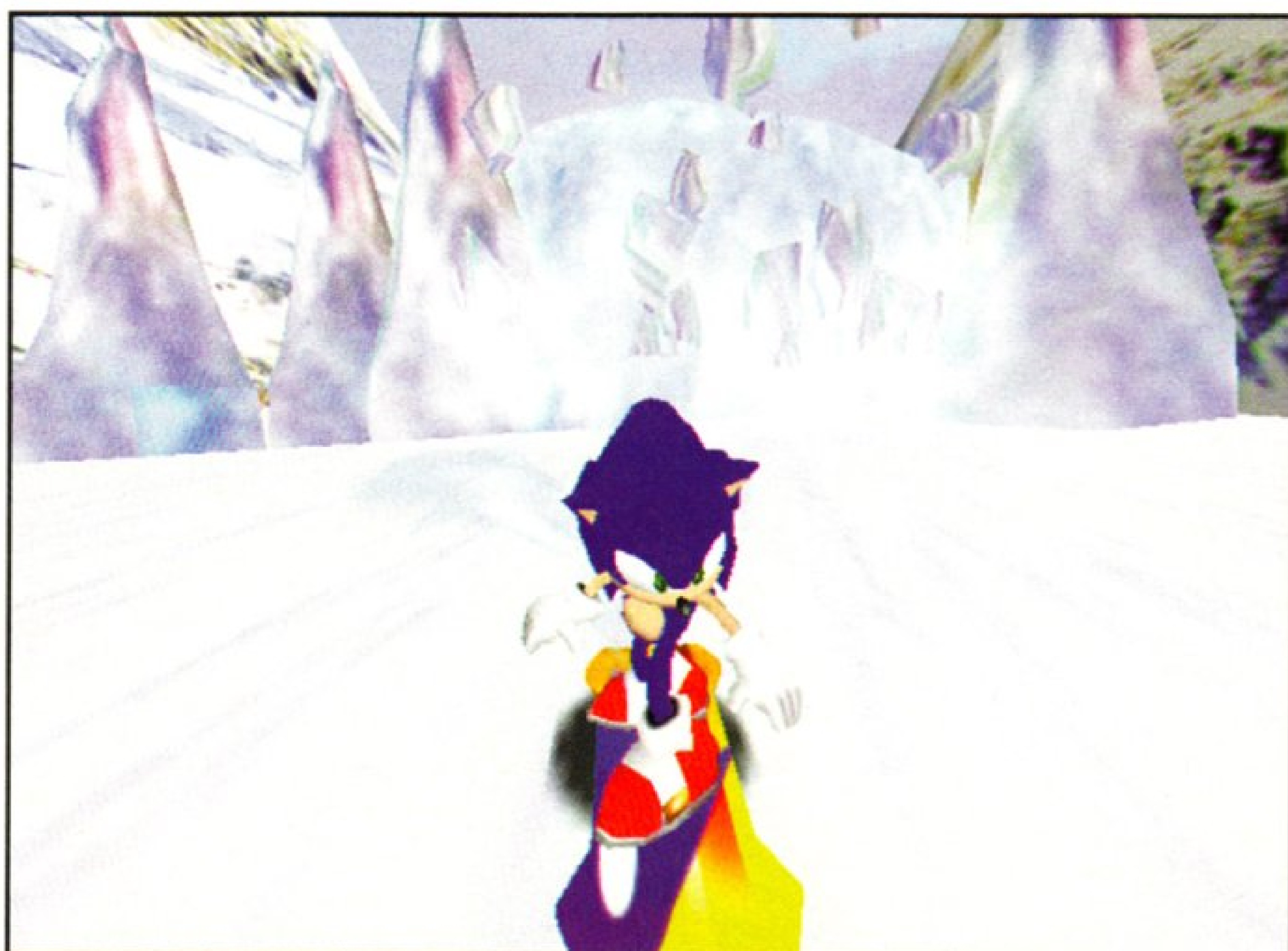




▲ Sonic's assault on Robotnik's aerial fortress begins (left).

Now Mr Naka and his Sonic Team have reclaimed their creation and have given him, and all the inhabitants of the Sonic Universe, a complete facelift. So, whilst Sonic is still recognisably Sonic, he's looking fitter, leaner, more devil-may-care... he's even got new green eyes! He's now a completely animated character, never staying still for a second. In old Sonic titles, when left alone, the most you got out of Sonic was the odd waving finger - expect him to be a lot more animated in Sonic Adventure. A new artistic style has been brought to bare on the game - the characters just look a lot... cooler now. More stylised, if you will.

Imagine the power of Dreamcast being put to use by the world's greatest development team! That's Sonic Adventure for you!



▲ Remember the similar stage in Sonic and Knuckles? You won't believe how cool this looks!



▲ The Ice Cap stages look like cramming in set-piece after set-piece! We can't wait!


▲ Check out the Model 3 busting lighting effects seen in Sonic Adventure!


▲ Sonic Team have put Dreamcast's fogging capabilities to innovative uses.

RESEARCH AND DEVELOPMENT

Yuji Naka and Sonic Team went on a worldwide voyage in order to research the locations they planned to incorporate in Sonic Adventure. Thanks to the sheer power of the Dreamcast's 3D capabilities, the team were able to actually digitise textures directly from the source... so the Inca temples and rain forests you see in the game are as stunning and realistic as their actual counterparts. The same thing goes for the rolling fens and castles you see in another stage of the game. Sonic Team visited scenic Ireland in order to successfully capture the ambience of these astounding locations.

That's the sort of painstaking research Sonic Team have put into this game. It's their first Dreamcast project and could well be the greatest 128-bit title we see in the first few months of the system's Japanese launch. We guess we'll know for sure when the entire initial line-up of Dreamcast produce is revealed at the Tokyo Game Show on October 10th... who can tell how Sonic will compare to the produce of the other internal Sega R&D departments?






▲ Top: Sonic strutting his "thang" as only he can! Above left: Sonic moves from rung to rung! Above right: Pop-up and clipping? Hah!

WHAT OF THE GAME?

Sonic Adventure takes Sonic back to what he does best: participating in an action game that's based on a rush of speed, and, though I despise the expression, "eye candy". Remember the first time you saw Sonic speeding along the platform terrain at maximum velocity? That's what this game is about... and a whole lot more.

The game's concept focused first around Sonic himself, with Mr Naka and his Sonic Team creating one of the most detailed, expansive landscapes yet seen in a home videogame. But then Mr Naka realised that these maps could also be used for other characters too. He had similar thoughts when he created Sonic 3 and Sonic and


▲ Rest assured, Sonic Adventure will blow your mind when you actually see it moving!

THE NEW SONIC WORLD!

Sonic Adventure gives players six characters to play as, each offering a radically different gameplay experience spread over six different acts. Here's the full SP...



SPEED HIGHWAY

This level is packed with ace set-piece manoeuvres and is designed to showcase the sheer speed of Sonic the Hedgehog. It looks absolutely amazing!



ICE CAP

Fans of Sonic 3 should recall this section as Sonic and pals take on the alpine wilderness. The ice level may well be a cliché, but it still looks "cool".



RED MOUNTAIN

Dreamcast's ace lighting capabilities are put to use in this red desert terrain which also houses another platform cliché of yore - the mine cart stage!



THE JUNGLE

Lush rain forests and Inca ruins characterise this stage. Clearly this level is the result of the Sonic Team's recent adventure to South America.



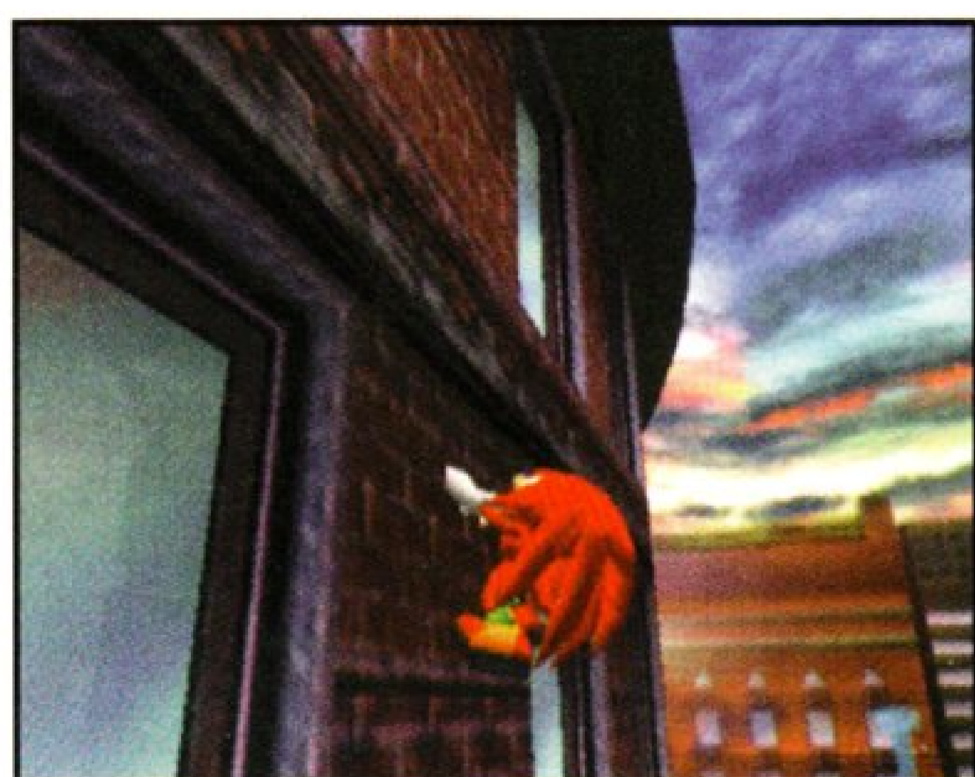
THE FLYING FORTRESS

In a scene reminiscent of Sonic 2, we see our spiky blue hedgehog hero taking on Dr Robotnik's flying fortress. It also morphs into different shapes as well!

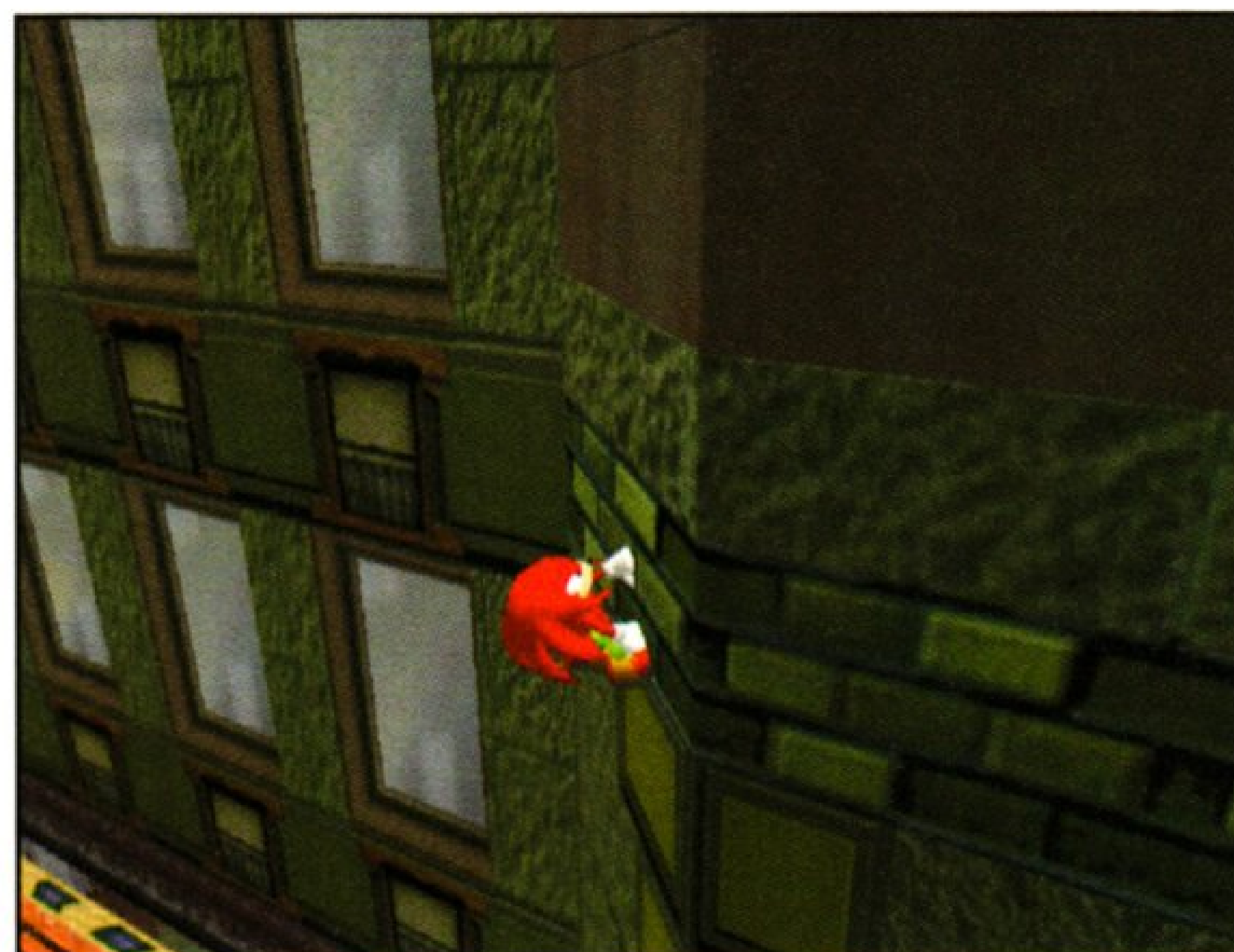


STATION CITY

Something of an exploration stage as far as we can tell - Sonic is able to enter the buildings in the city... and maybe here he'll talk to some humans!







▲ A bit of Knuckles action here - you can see his climbing skills remain a key part of the character.



Knuckles - even though the same maps are used, the gameplay experience is different, mostly because of the different capabilities of his characters. The same principle applies in Sonic Adventure, but on a much grander scale. Bigger landscapes, more refined characters, more to do...

Sonic Adventure is best described as an action game with role-playing qualities. Sections of the game see characters meeting and conversing, with the camera zooming in to show the full detail of the characters in the game - these sections are almost render-quality with Sonic and friends being fully-animated.

All in all, Sonic Adventures offers it all: classic Sonic gameplay, cutting edge visuals and a deeper edge to the game thanks to the role-playing aspects too! Oh, and Sonic purists will be pleased to learn that the trademark Sonic sound effects (which haven't really changed that much since Sonic 1 came out!) return in all their glory in this new game!

WHO'S WHO IN SONIC WORLD?

Each character has six acts to get the better of, and there are levels that more than one character uses, although with different gameplay variations (think: Sonic and Knuckles). Here's a quick round-up of the stages that the Sonic Team have revealed to date. Know that there are more coming!



SONIC THE HEDGEHOG

A cartoon mammal version of The Flash, Sonic exists to run... and to run fast. The sheer buzz of Megadrive Sonic is back... finally!



TAILS

This two-tailed fox is capable of flying in a helicopter stylee. Additionally, he can sweep his two tails around in order take out his enemies.



KNUCKLES

The dreadlocked Echidna returns! But his gliding and climbing prowess is matched only by his unparalleled digging capabilities.



AMY ROSE

Sonic's "bird" returns to the fold, as cute and adorable as ever she was. Her special skills call for her to evade danger on a constant basis!



BIG THE CAT

Imagine Garfield drawn in a Sonic style... a big blue Garfield who's eaten too much lasagne! A heavy-weight feline customer!

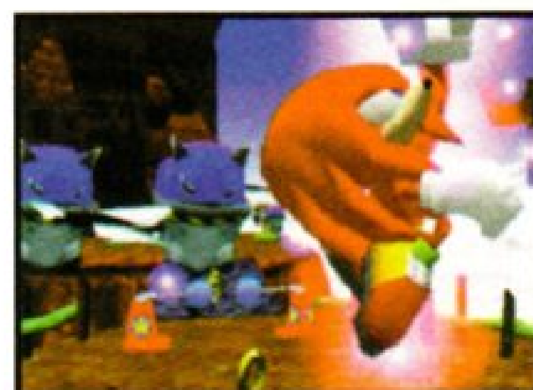


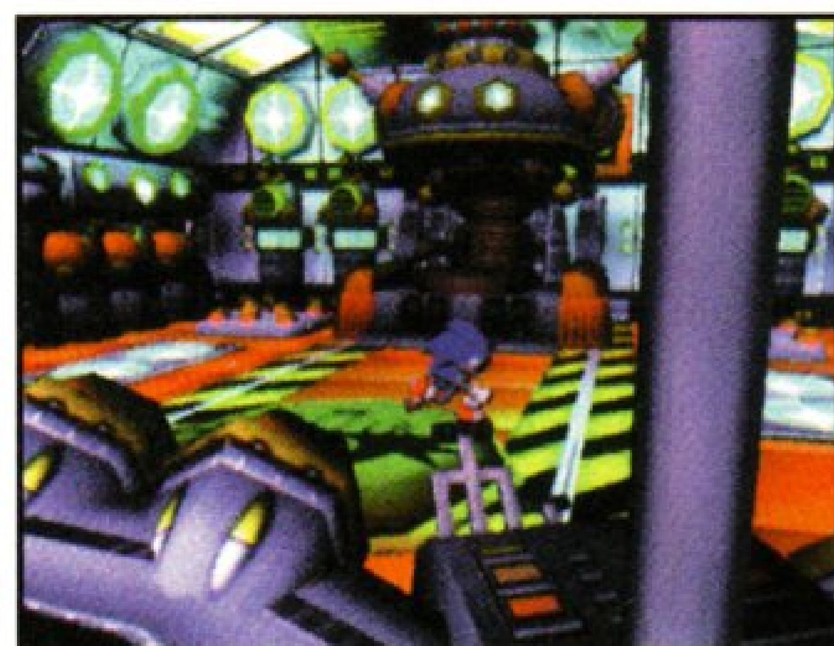
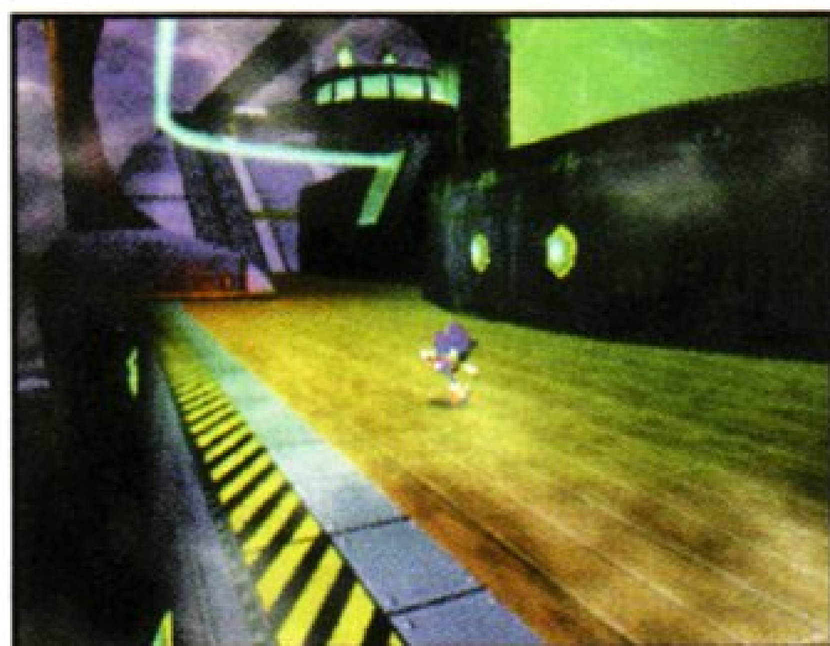
E-102 GAMMA

A battle droid new to the Sonic stable of characters.. This guy has been designed by Robotnik to oppose Sonic... check out the gun!







▲ Look at this and tell us honestly that you are not highly excited about this game!



▲ Hi-res action all at 60 fps... Sonic's astounding!



▲ When you see the aerial fortress morph, you won't believe your eyes!

FIRST IMPRESSIONS

SEGA SATURN MAGAZINE was one of only two UK videogames publications to meet Yuji Naka and see Sonic Adventure before the title was revealed to the Japanese press and Sonic fans in the special conference Mr Naka arranged in his native country.

What we saw in a half-hour presentation of the game itself was enough to convince everyone present that Dreamcast is the future. The sheer speed and fluidity of the game is simply mind-boggling.

But even just by watching the game (no one outside of Sega has actually played it yet) you can see the genius gameplay of the Sonic Team at work. The attention to detail is astounding - it's this kind of diligence that puts Sonic Team right up there with the likes of Shigeru Miyamoto, creator of the Mario games. But whereas the Nintendo 64 is a flawed piece of hardware, Dreamcast allows one of the world's premiere videogames creators to realise his vision almost flawlessly. See it. Believe it.

Finally! Sega of Japan has revealed a game that truly shows us what the power of Dreamcast is all about... Sonic is ASTOUNDING!



◀ Dreamcast's high resolution mode demonstrated to full effect!



▲ Expect Sonic Adventure to launch with Dreamcast in Europe in time for Christmas 1999.



If any one has any doubts about a) the power of Dreamcast, or b) the capabilities of Yuji Naka and the Sonic Team, we suggest taking a look at this bunch of Sonic Adventure shots...









The Yuji Naka Inquisition!

On August 13, key members of the European press were summoned to Sega Europe's London HQ for an audience with one of the world's acknowledged genius games creators - Yuji Naka. Responsible for the original quartet of quality Megadrive Sonic games, along with Burning Rangers and the incredible NiGHTS, much is expected of Naka-san's first Dreamcast project. The result is quite simply a revelation. Sonic is back in a game even more revolutionary than the Megadrive original was in its day! Naka-san revealed the game to us then took part in Q+A sessions detailing his involvement with the Dreamcast project and, of course, revealed precious data on the reality-rending Sonic Adventure itself!



▲ Many, many thanks to Yuji Naka (pictured) and the fine staff at Sega Europe for the once-in-a-lifetime opportunity of checking out Sonic Adventure first-hand!



▲ Mr Naka poses with the Dreamcast. The Sonic Team recently revealed the first production unit Dreamcasts on their website at Sega of Japan!

SSM Did you have any input into the creation Dreamcast?
YUJI NAKA I've been involved with the Dreamcast project itself pretty deeply. Since the completion of NiGHTS I got involved with the Dreamcast hardware project and put my thoughts across. There are many things reflected from my input in the final hardware design.

SSM What do you think are the Dreamcast's strongest assets?
YN The high resolution display of Dreamcast is not available on any other console. Also RAM size is very important. We have 24MB of RAM - 16MB work RAM and 8MB for textures. Saturn only has 4MB and PlayStation 2MB. The strong SH4 CPU power allows me to implement anything I want to do in the program. This combination of high-resolution, huge RAM size and strong CPU is extremely attractive for programmers and artists.



SSM The Dreamcast was launched at the New Challenge Conference. What new challenges has Dreamcast given you as a designer?
YN The most challenging aspects of Dreamcast are the communication areas with the modem and the VMS. With Sonic I'm not really pursuing communications, but in the future I look forward to exploring it.

SSM Would you like to see a Sonic coin-op since the Dreamcast hardware is going to be used in the arcades?
YN Sonic Team is not working on any arcade game at the moment. I do have a strong interest in the arcade division, but I have to concentrate on the consumer division. It's a conflict in my mind because when I joined Sega I wanted to create coin-op games, but I was assigned to consumer R&D. At the beginning of my career I was weeping every day, saying "I want to create coin-op games!" However, I am enjoying the current situation and we're focusing on Sonic.

SSM As one of Sega's most celebrated designers, do you have input into any of the other projects at Sega of Japan?
YN Well, I'm a Dreamcast project member, so I attend several meetings regarding internal projects. However, I'm pretty busy now concentrating 100% on Sonic Adventure.

SSM The Sonic Team hasn't actually produced an original Sonic game for the Saturn. Why is now the time to bring him back for Dreamcast?
YN After I created the four Sonic Megadrive games, I wanted to create different worlds. That's why I worked on NiGHTS and, just at the end of NiGHTS' development, I heard about Dreamcast. I believed that Dreamcast could help the Sonic Team to produce the best quality Sonic games.

SSM Sonic Team's games effectively sold the Megadrive in the West. Does this effect how you are targeting the game?
YN I am targeting a global market with this product. When I create any game I never fail to incorporate global market concerns in portions of the game.

SSM The first Sonic game was coded in Japan and you moved to the US to produce the next three - were you tempted to take the Sonic Team abroad for this game?
YN I did have an interest in developing the game outside of Japan because I've been affected by many experiences abroad. I toured around the United States and South America amongst other places and you will see some scenes in the new Sonic game where I want to reflect in the game what I experienced in my travels.

SSM Sonic Adventure seems to be an incredibly complex game. Where did the inspiration come from?
YN I thought of the concept itself right at the end of the development of the NiGHTS project - around August 1997. Actual development on Dreamcast started last July.

SSM How big is the team?
YN I started this project with around 20 people - seven programmers, 10 artists and three game designers. With these 20 people I developed the title for 10 months. As we approach the end of the project, we've got more than 60 people working on Sonic Adventure.







◀ The detail levels in Sonic Adventure are astounding - just check out these in-game shots!



SSM Were there any difficulties conceptualising Sonic as a 3D game?
YN Because Sonic's very fast, you have to create a huge scale simulation. I've put huge efforts into creating a big map. Of course, I have to focus on the details of the 3D world, but I have to create a vast scale map as well. This is the most difficult aspect of Sonic Adventure. If it were Mario or a slower character, I wouldn't have to create maps quite as large as this. I created the huge world first for Sonic, but then thought "why not utilise these maps for other characters?" Maybe I could add some variety to the game - not just running quickly through this huge world. That's one of the key concepts in the game.

SSM What were the beginnings of taking Sonic into a 3D world?
YN The first starting point were experiments in which I tried to see how the Sonic system would work in 3D...

SSM Was the 3D section of Sonic World, seen in the Sonic Jam compilation, a part of these experiments?
YN You got the point - that was actually part of the experiments I carried out to see how Sonic would work in 3D.

SSM We half expected to see Sonic World as a full-on Saturn game...
YN At the time I created that 3D section of Sonic Jam, I obviously knew about Dreamcast, and just couldn't resist putting Sonic Adventure on the new hardware.

SSM Forget graphics and technical aspects... what's new about Sonic?
YN The core part of the game is a very standard action game, but this is a key, fundamental part of any action game. This time I've added many background stories and I want to give the game a huge sense of scale.

SSM Will Sonic Adventure be a multi-player game or are you just concentrating on the single-player experience?
YN It has a one-player mode only. If time allows then I also want to add a challenge mode.

SSM Are you planning any special modes in the game? How will you make players come back once the game is complete?
YN There are six mini-games in the main game and you can play these repeatedly. I also want the game to have a lot of replay value, so you don't just clear the final objective. I've got some nice ideas to make users play the game over and over, but right at the moment I can't make any comments about this.

SSM All six characters have six acts to complete - do the acts tie in with other story lines you experience as you play as other characters?
YN The story's not going to change, but you'll see the characters from different points of view and you'll see the action from their perspective. For example, Sonic is attacked by Knuckles at one point, but when you play as Knuckles you'll realise why you have to attack him.

SSM What are the main aspects of past Sonic games that we can expect to see in the new title?
YN The feel of the speed of Sonic and the variety in the game. Having these varieties will attract not only the traditional action game fans, but also many other consumers who have not played a Sonic game before.

SSM How does it feel to redefine such a popular character?
YN This is a very difficult project, but it's my pet project and I really love working on it.

SSM How far will the final game push the Dreamcast technology?
YN I believe that I am doing my best efforts to get the best performance from the hardware. But with any platform there's a learning curve in game development. In the near future you'll see greater performance, but at the moment I think we're getting the best performance we can.

SSM How did you find the Yamaha sound chip to work with?
YN I'm quite comfortable with the sound chip. We can do nice 3D sound and components wise, the capability is more than double the Saturn's.

SSM Do you have any special plans for the game's soundtrack?
YN Rather than using electronic or techno, I prefer live music. So this time Sonic is very "rock 'n' roll". Each character has his own main theme, along with the title track. All six songs were recorded in Los Angeles and New York.

SSM Will you be taking special advantage of the VMS?
YN I have a specific idea about using the VMS and this game is sure to have VMS functions. I can give you one clue and it's related to A-Life [a concept from NiGHTS - RICH], but right now I can't make any other comments [laughs]!

SSM Could Sonic Adventure be converted to PC?
YN It can't be done - only on Dreamcast. I think it's still very difficult to run this game even on a high-end PC. The Voodoo2 3D graphics card is still a long way off the performance of Dreamcast.

SSM Did you look at any other games during the development of Sonic Adventure. Has anything really impressed you?
YN I feel that I'm ahead of other games, so when I look at PlayStation and Saturn games I don't see too many impressive things. There are a couple of good PC games, but these days I'm too busy to play them!

SSM What do you believe is the most remarkable aspect of Sonic Adventure - what do you think you will be creating that has not been seen before?
YN This is the fastest 3D action game combined with the biggest game world ever made in videogames!

SSM Mr Naka - thank you very much!



▲ The future's in his hands: Mr Naka has been involved in the Dreamcast project since stage one. Many of his ideas are reflected in the final production design!



▲ Sonic Jam's 3D section was essential research in producing the Dreamcast game.



STAR WARS TRILOGY ARCADE

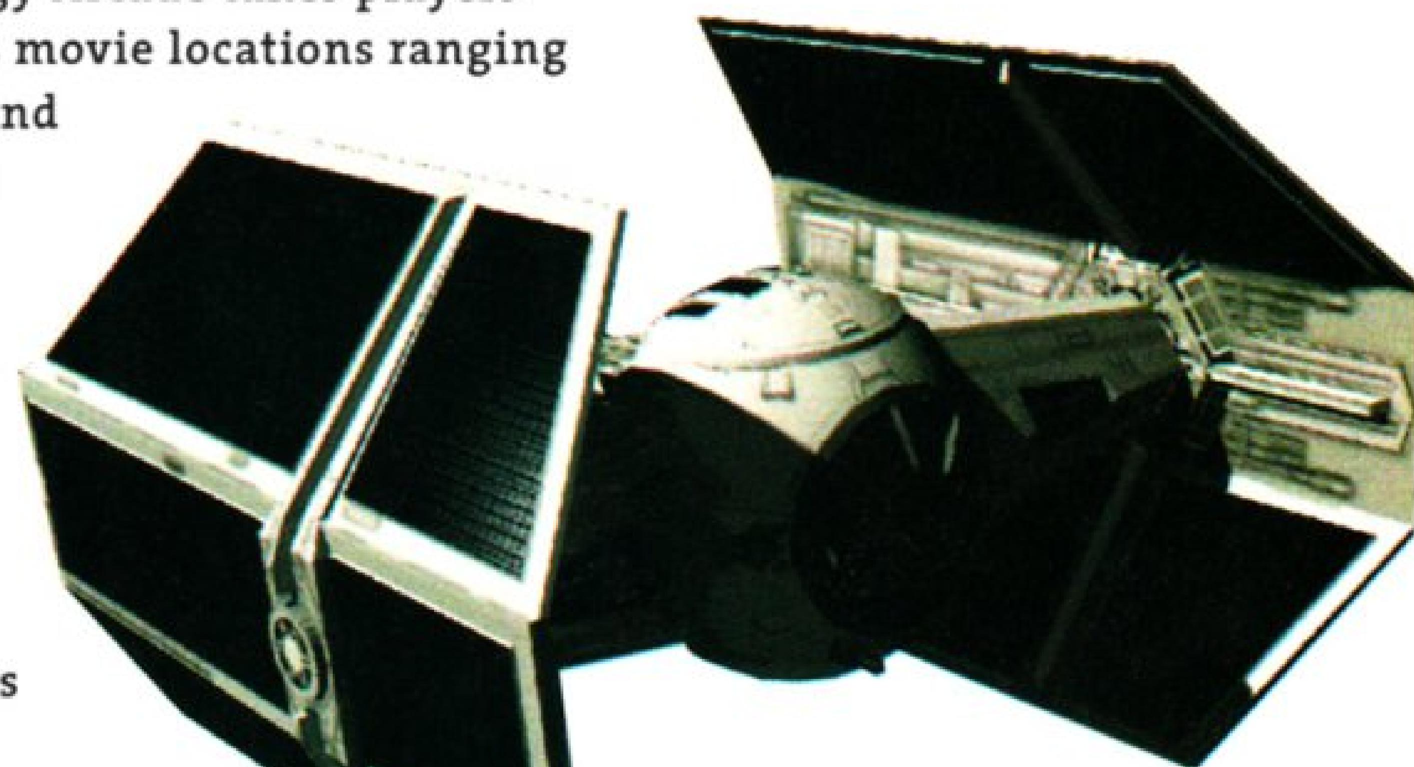
The Force will be back in 1999 with the release of the first Star Wars Prequel. Getting in on the action, AM8 prepares to visit a galaxy far, far away... An excited MATT YEO reports.

Yep, frankly we're as stunned as you are. Not previously known for its Lucasfilm collaborations, Sega has shocked us this month with the surprise announcement of a new Model 3 coin-op aimed to cover George Lucas' epic three movie space saga. Due for release this winter, Star Wars Trilogy Arcade is a fast-paced, multi-level, single player action title that looks set to capture the imagination of fans worldwide.



"The Force is strong with this one..." Model 3 powered Star Wars action from AM8!

Although development is still in its early stages, the game is already looking incredible. Currently boasting six main stages, Star Wars Trilogy Arcade takes players through a number of famous movie locations ranging from the icy plains of Hoth and lush forest moon of Endor to attacks on both Death Stars. Working in close collaboration with LucasArts (responsible for a slew of classic Star Wars videogames), Sega's recently formed AM8 department intends to produce the ultimate Star Wars coin-op experience.



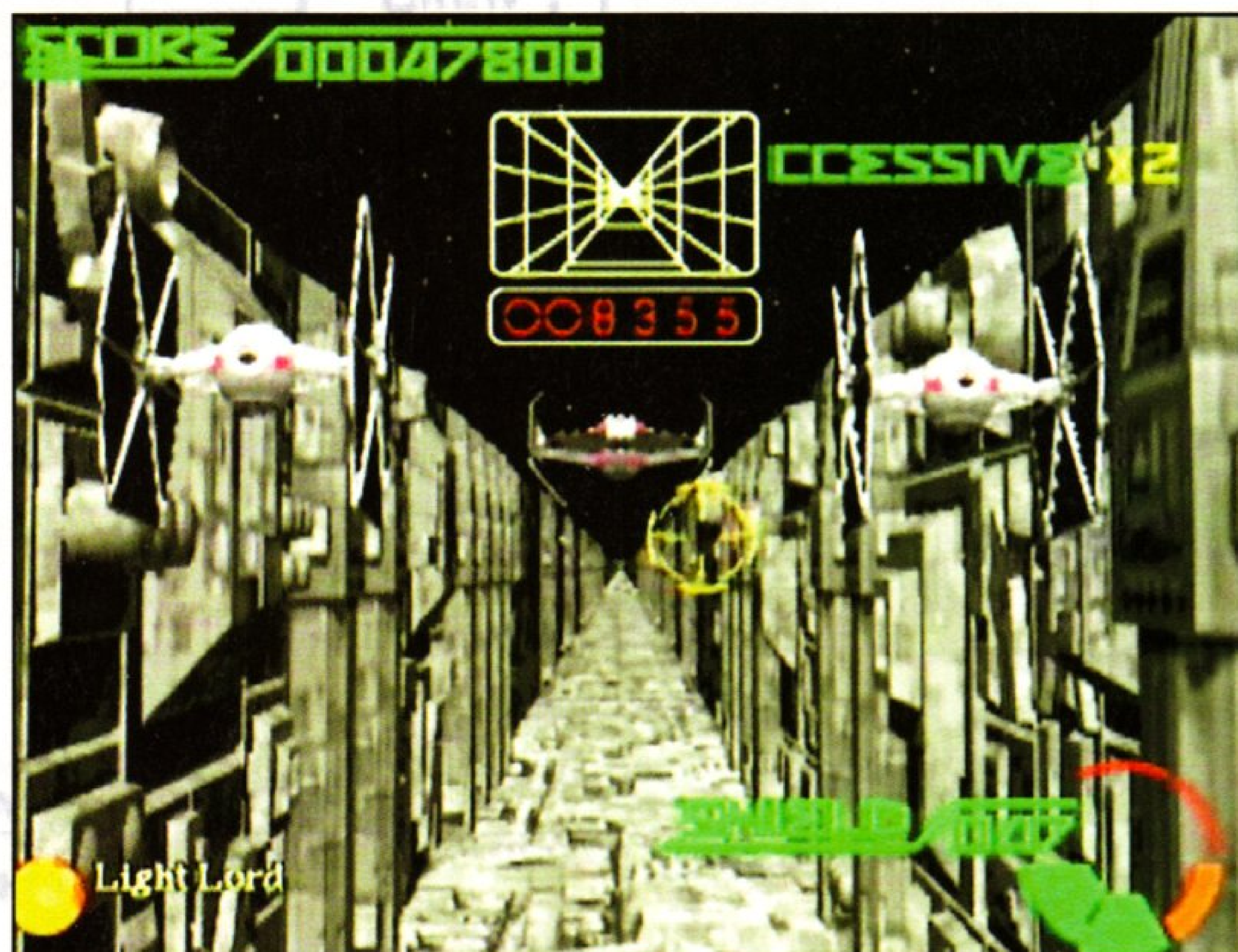


▲ Take on the might of the Imperial Navy!



▲ You just won't believe the Speederbike stage!







▲ AM8 pushes the power of the Model 3 Step 2 board to its limits.



The real action kicks in with a lightning-fast dogfight over the Death Star as X-Wings and TIE fighters battle for supremacy!

AM8? WHAT HAPPENED TO THE OTHER FIVE?

So who the heck are AM8? Well, you probably know them better as AM Annex, the same team responsible for Sega Touring Car Championship and Sega Rally 2. Having already had experience with the phenomenal power of the Model 3 arcade board, the team decided to give Lucasfilm a presentation of its next potential coin-op title. Impressed by what they saw, Lucasfilm gave AM8 the green light to begin full development and brought LucasArts in to provide input, visual material and digital sound effects.

The results, to date, are simply staggering. Obviously pushing the Model 3 Step 2 board even further, AM8 has crafted a game that not only remains faithful to Star Wars, The Empire Strikes Back and Return of the Jedi, but also looks set to give players an arcade experience unlike anything before!

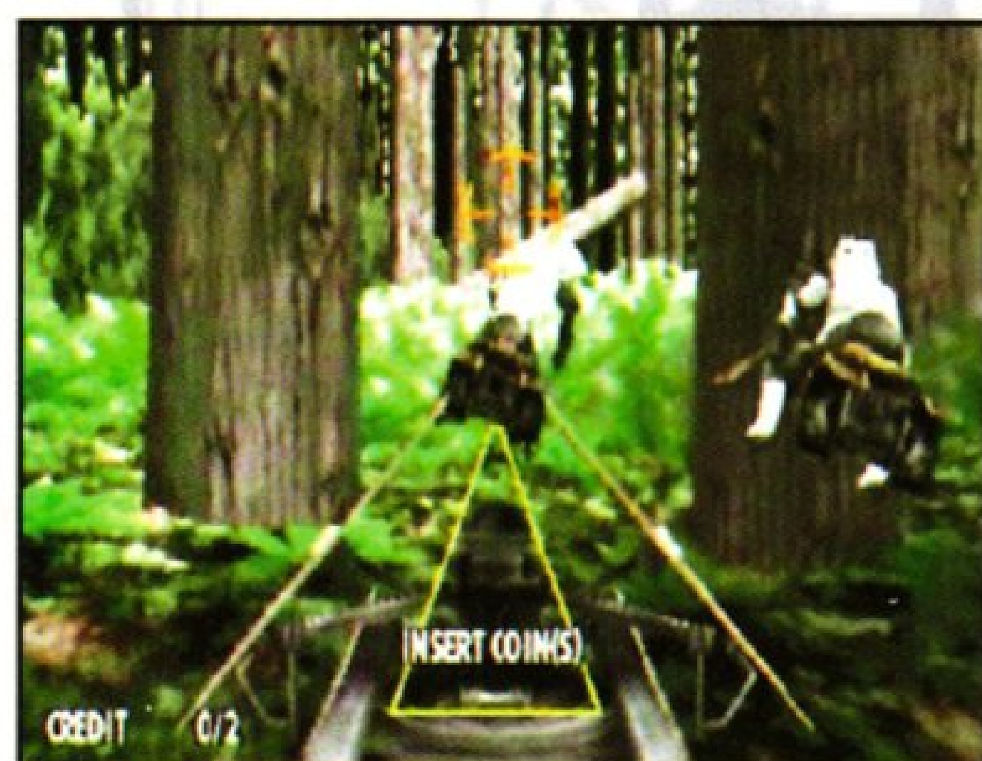
All stages are on-rails, allowing players to focus on blasting at enemies.

A NEW HOPE

Final game details are still shrouded in secrecy, but AM8 has been kind enough to give us an exclusive first look at Star Wars Trilogy Arcade. To say we're stunned is an understatement. For starters, the coin-op cabinet uses a unique player interface, a force feedback stick, which moves and vibrates in time with the on-screen action. Each stage is also played "on-rails", with vehicle movements being computer-controlled, leaving players free to aim and shoot.

The game itself kicks off with a sequence lifted directly from last year's Special Editions, as players watch Rebel X-Wings fly past the screen on an intercept course with the Empire's dreaded Death Star. The real action then kicks in as Imperial TIE fighters scream past and space is filled with texture-mapped and near photo-realistic starships. In this stage, players take on the might of the Empire above the surface of the battle station, dodging laser blasts and enemy fighters.

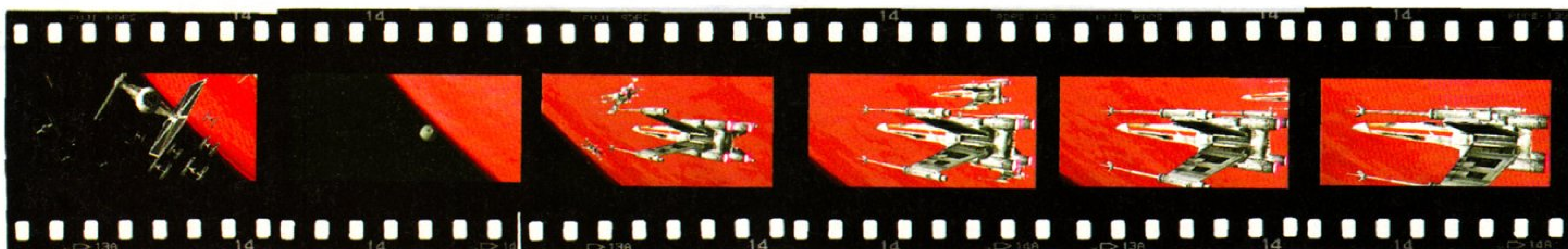
Next, we swoop down into the Death Star trench for the famous scene where Luke Skywalker shoots Proton Torpedoes down the Thermal Exhaust Port! This section is just so convincing, complete with digital countdown display (taken from Luke's X-Wing Targeting Computer) and Ben Kenobi's disembodied voice urging you to "Use the Force!"





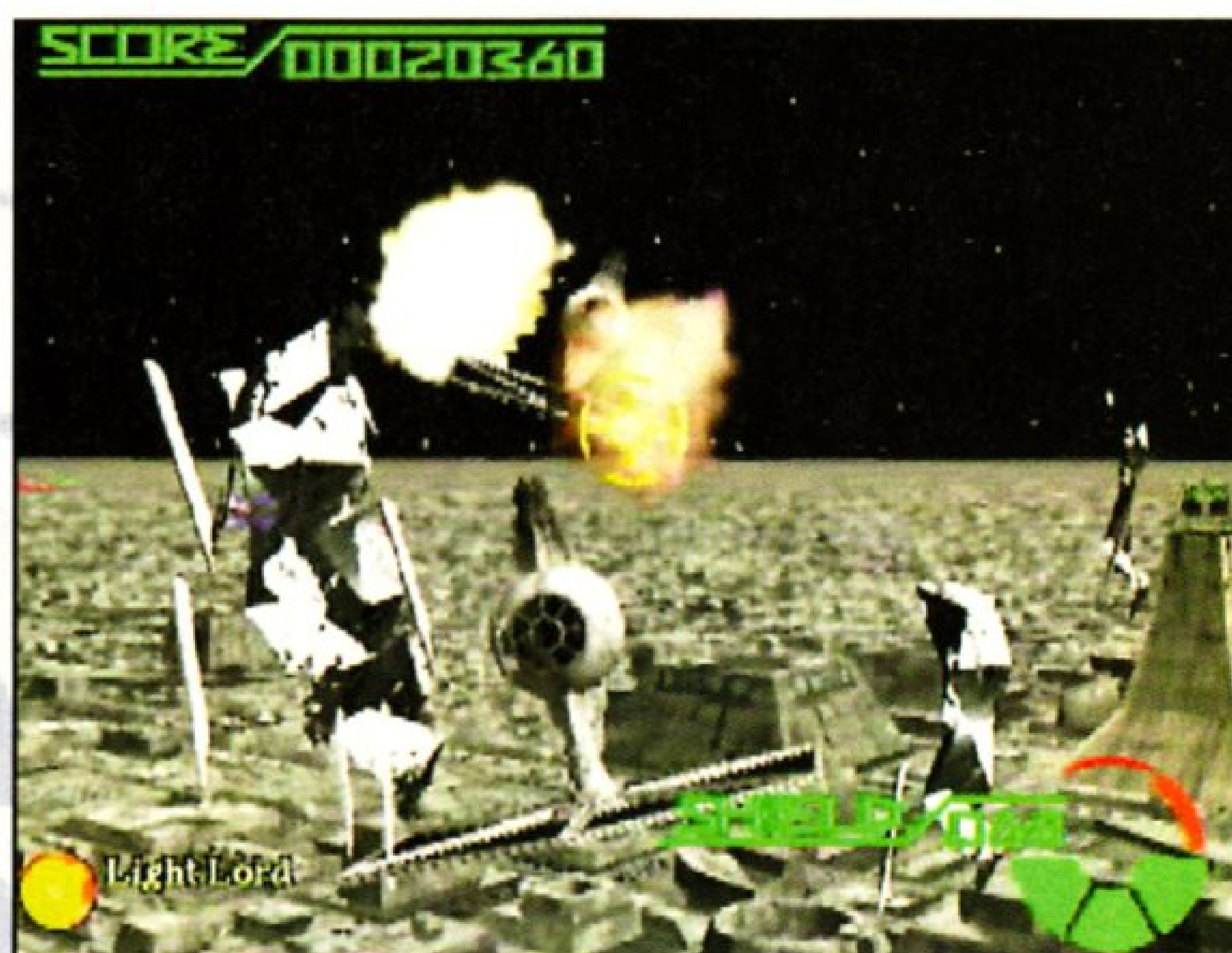
THE EMPIRE STRIKES BACK

Moving onto the Trilogy's darkest episode, players watch a real-





AM8 considered making the Speederbike chase controllable, but it just proved to be too unbelievably fast! We can't wait!



▲ All ships are stunningly texture-mapped and look almost photo-realistic. Only Model 3 has the power to produce visuals of this quality!





▲ It's Rebels vs Imperials over the Death Star's surface. We can't wait!

time sequence showing Luke's Snowspeeder crashing into the surface of Hoth, being crushed beneath an AT-AT Walker's foot and then watch as he takes out the behemoth with a well-placed grenade. Players then take to their own 'speeders and battle the advancing AT-AT's with precision flying and tow cables. If you thought this looked impressive in Shadows of the Empire on N64, Sega's version will blow you away!

RETURN OF THE JEDI

But, without a doubt, the most promising section of Star Wars Trilogy Arcade has to be the Speederbike chase. Players mount these frighteningly fast vehicles and chase Biker Scouts through the thick forest-covered moon of Endor, dodging giant tree trunks, fallen branches and laser blasts from Imperial troops. As in the game's other sections, the action is on-rails, with players concentrating on blasting and fighting rather than controlling their vehicles' flight path. AM8 attempted to make this section of the game player-controlled, but the speed of the bikes and the number of obstacles to dodge would have made this stage unplayable.



BEWARE THE DARK SIDE!

With three levels revealed, we can only speculate at the game's remaining stages. However, AM8 has informed us that one section will contain a one-on-one Lighsaber duel with the Dark Lord of the Sith himself, Darth Vader! Utilising a first-person perspective, players use their ancient Jedi weapon to defend themselves against Dark Side attacks and Vader's lethal blows. At one point, players clash 'sabers and feel Darth pushing against them. Using the force feedback stick, players have to push Vader away and respond with an attack of their own!

Sounds stunning. And speaking of "sounds", expect the Star Wars Trilogy Arcade cabinet to feature Surround Sound speakers (essential for experiencing that John Williams soundtrack) and a powerful Sub-Woofer located directly beneath the player's seat!

We'll have more Star Wars Trilogy Arcade coverage next month and even more amazing shots to reveal in Coin-Operated!

AM8 has even faithfully reproduced the famous Star Wars opening sequence in its entirety! We're in shock!









BY	SUCCESS		
RELEASE	OUT NOW		PLAYERS
HARDWARE	PRICE	IMPORT	
N/A	STYLE	SHOOT 'EM UP	

Our thumbs are still hurting from playing Radiant Silvergun, the stunning newly-crowned overlord of Saturn shoot 'em ups. Does Guardian Force have the strength to survive the Silvergun assault?

Guardian Force



▲ The yellow shots can be fired in any direction you like.



▲ What can only be described as a "very big laser".

So there I was, just about to sit down in front of Emmerdale with a cup of tea and half a packet of chocolate Hob Nobs, when the damn phone rings. And guess who it is? Only the bloody Transglobal Defence Department! Turns out the whole world was invaded by blood-crazed aliens from the planet Teeflux while I was at work, and do you know what they've done? Only gone and destroyed everything in their all-conquering wake! Luckily, they left one untested and experimental fighter unscathed, so I've barely got time to wolf down my tea and switch off the telly, before pulling on my combat leathers and running out to save the world!

Fortunately, the TDD has been developing a blinding little one-seater for this kind of situation, and the J-2 Multi-Blaster™ sure is the ship for the job. You see, it's got these two guns fitted onto it - one which fires forward all the time, and another which is fitted to a spinning turret. This may be rotated by pressing a couple of buttons on the VR-Comlink™ head-up display (this craft may also be controlled by plugging a Sega Saturn joypad into the Retro-Jack Unicom™ adapter). This is the best feature of the ol' J-2, allowing pilots to simultaneously attack forwards while also sweeping around to cover enemy attacks from the back and sides.





▲ These pics illustrate the importance of diagonal shots.

And another reason why the J-2 won the 'Best New Innovation' award at the 2353 Marsbase New-Tech Exposé is its upgradability. Throughout the levels, players are able to collect power-ups left by destroyed enemies - as you'd expect. Guardian Force allows players to collect an excellent eight different weapons, with several specific guns for the spinning turret, meaning players usually control two totally different weapons throughout the game. There are also five separate special weapons just for upgrading the moving turret. These are powered by collecting icons which fill the special gauge, and unleashed by pressing a second button. These specials fire in the direction the rotating turret is facing, so it's possible to fire your super-attack in any direction you choose, making alien toast of anything that offends you, no matter where it's hiding.

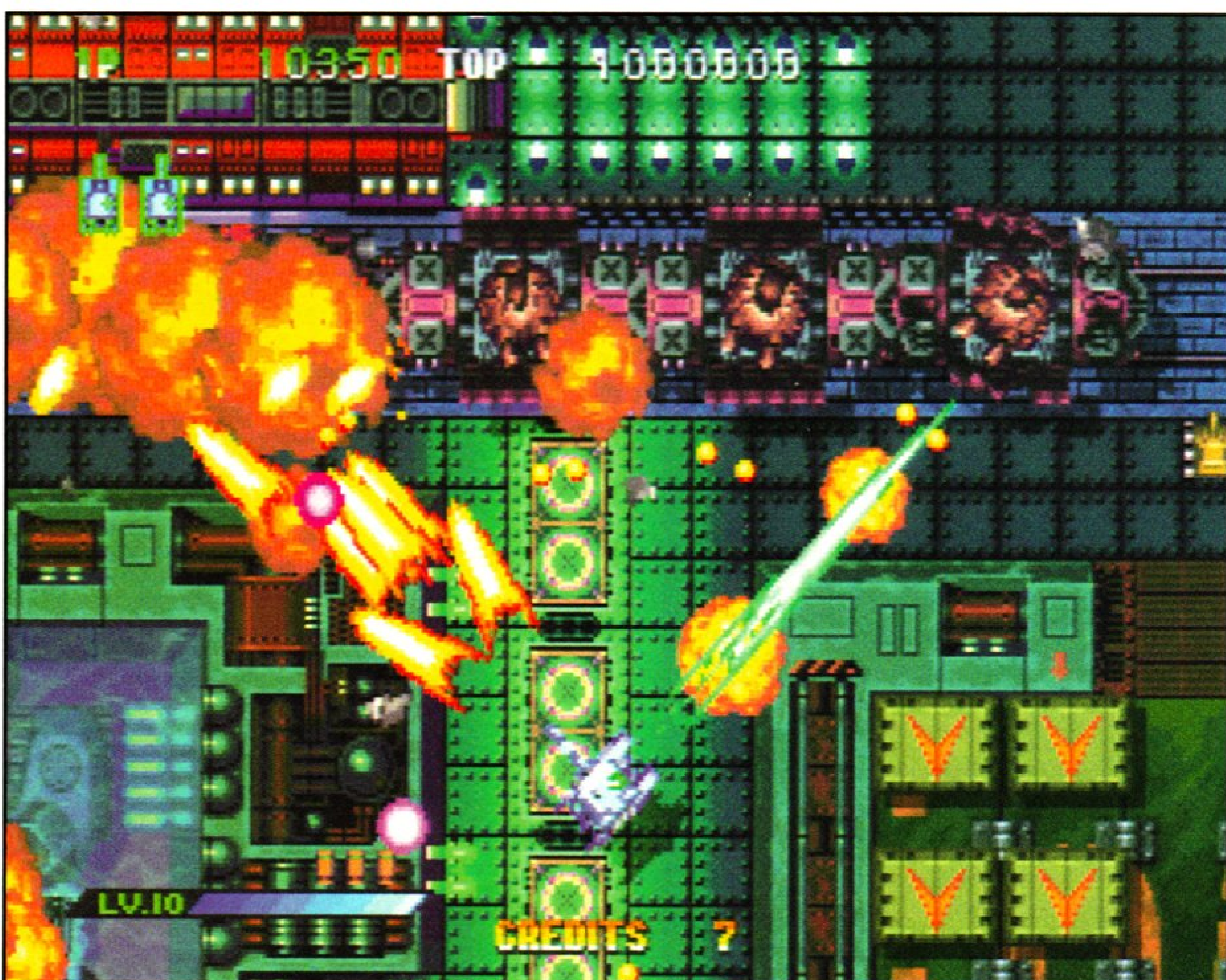
The levels themselves are a mixture of horizontal

SHOOTING IN THE RIGHT DIRECTION

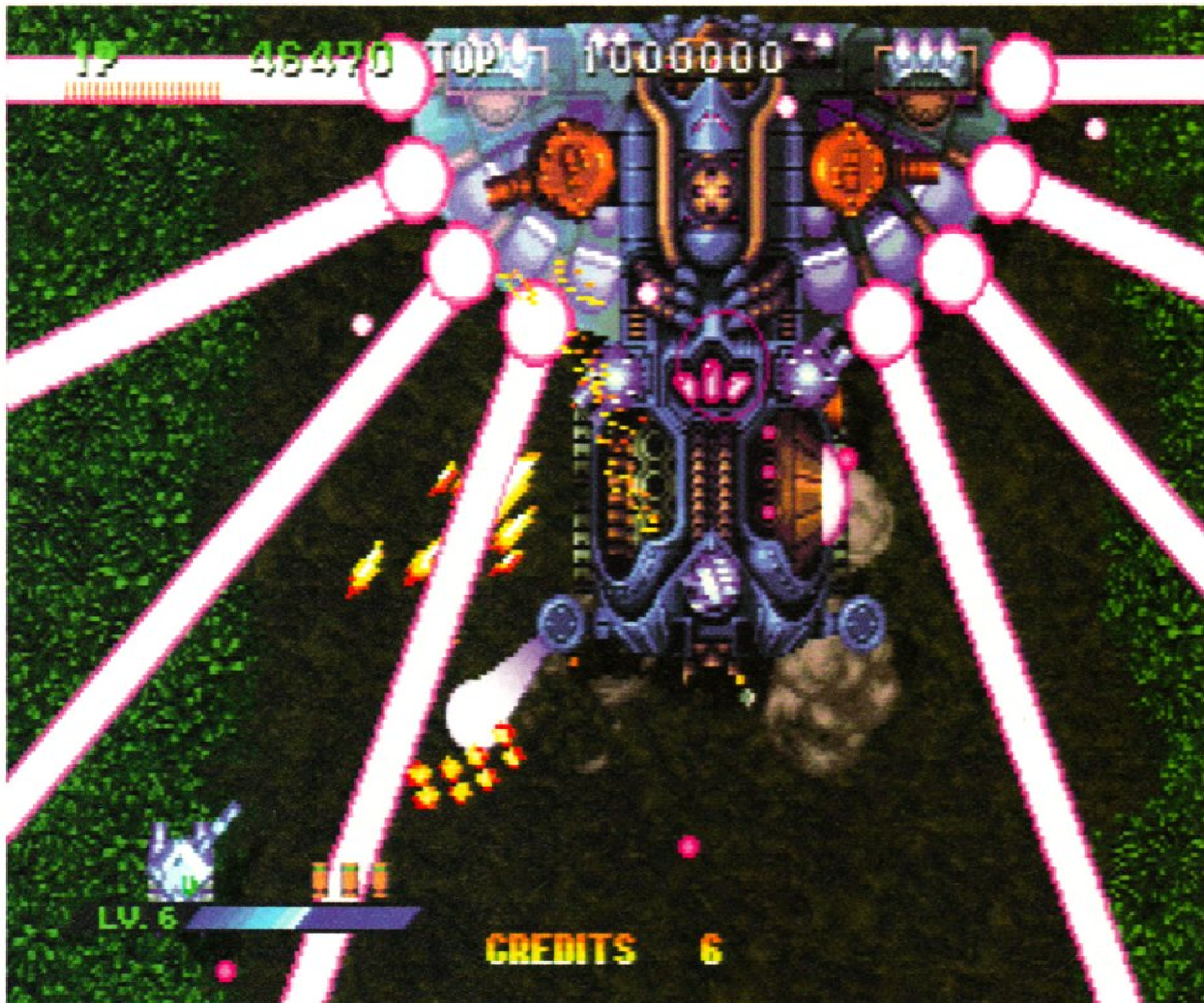
There are three weapon placements on the Guardian Force ship - the fixed forward-firing cannon, the rotating turret and two missile bays. It's possible to have all three weapons fitted at once, which makes for some pretty hectic action when you're firing forward shots, flipping lasers around 360 degrees and dispatching little homing missiles to finish the job! A press of the B button fires one of the five special weapons, which vary from homing fire lasers to weird plasma balls which sit in the middle of enemies delivering damage. It all looks quite decent in a retro kind of way, but it's hardly cutting-edge laser action.



▲ Those icons boost the power of your main weapon.

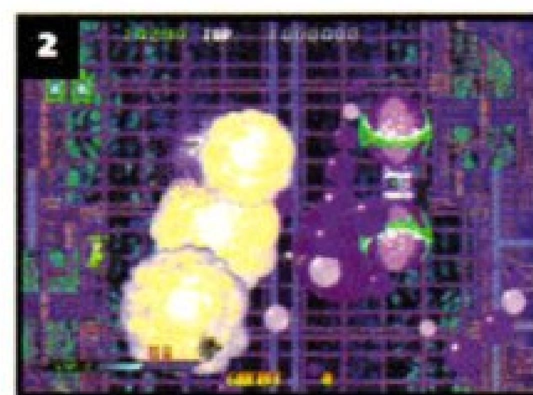


▲ The graphics have that 'retro' look about them in places, but some of the backgrounds are superbly detailed.



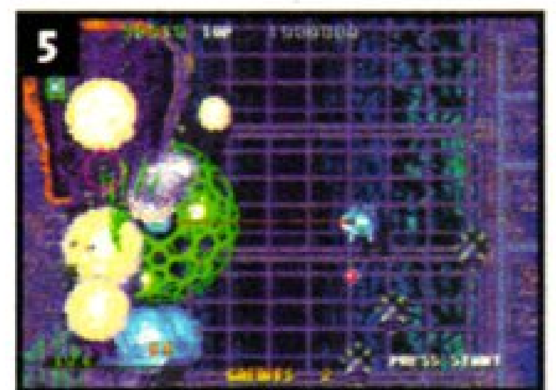
▲ The bosses are all 2D, although a few still have some pretty impressive attacks. It's probably a bit too easy for some.



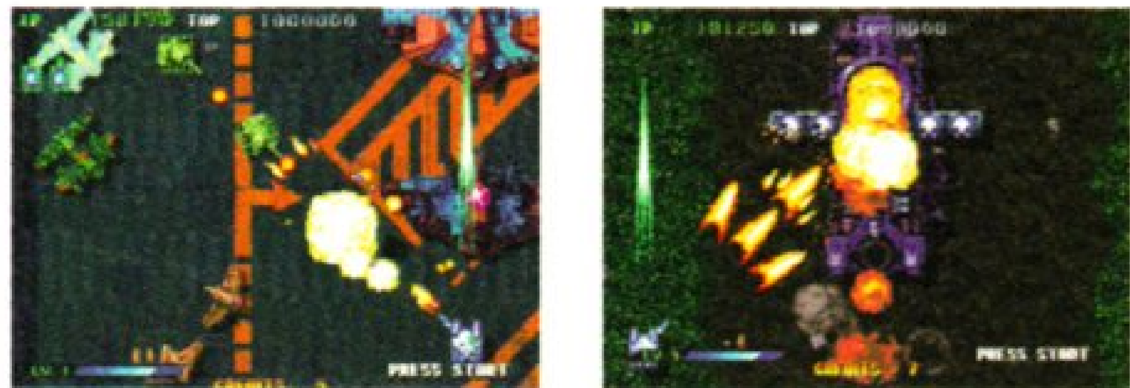








▲ The little gauge in the corner shows how much special power you have. If there's enough juice in the tank, one of these five discharges occurs when you press fire. A different special is produced by each of the five turret weapons.



▲ The rotating turret adds a great deal to the gameplay.

and vertical action, with the Saturn even switching directions mid-level to make Guardian Force a very technical blaster, especially as players often need to rotate weapons to compensate for the changes in direction and sometimes end up fighting down the screen! The graphics sit in the well-worn 2D seat, with not even the slightest sniff of a polygon wafting through the levels. The bosses are okay, but not the largest or most varied we've ever seen, although the devious way the game changes the scrolling direction gives the normal levels a bit of extra variety to make amends. It's fairly easy to zip through the game on the generous ten continues the default setting allows, although each level does feature its own unique look and style - albeit with some pretty uninspiring and dangerously bland-in-places visuals.

All in all, Guardian Force is a cool - if unspectacular - little shooter, with enough clever ideas and innovations to raise it above the level of most predictable blasters. We're certainly fans of old skool shooters and this title makes the grade in most areas. However, it does lack the kind of quality features that push players (and the Saturn) to any new levels. It's a worthy purchase for shoot 'em up fanatics... but definitely put it below Radiant Silvergun on your import shopping list.



▲ Recognise that enemy shot pattern? It's a classic!

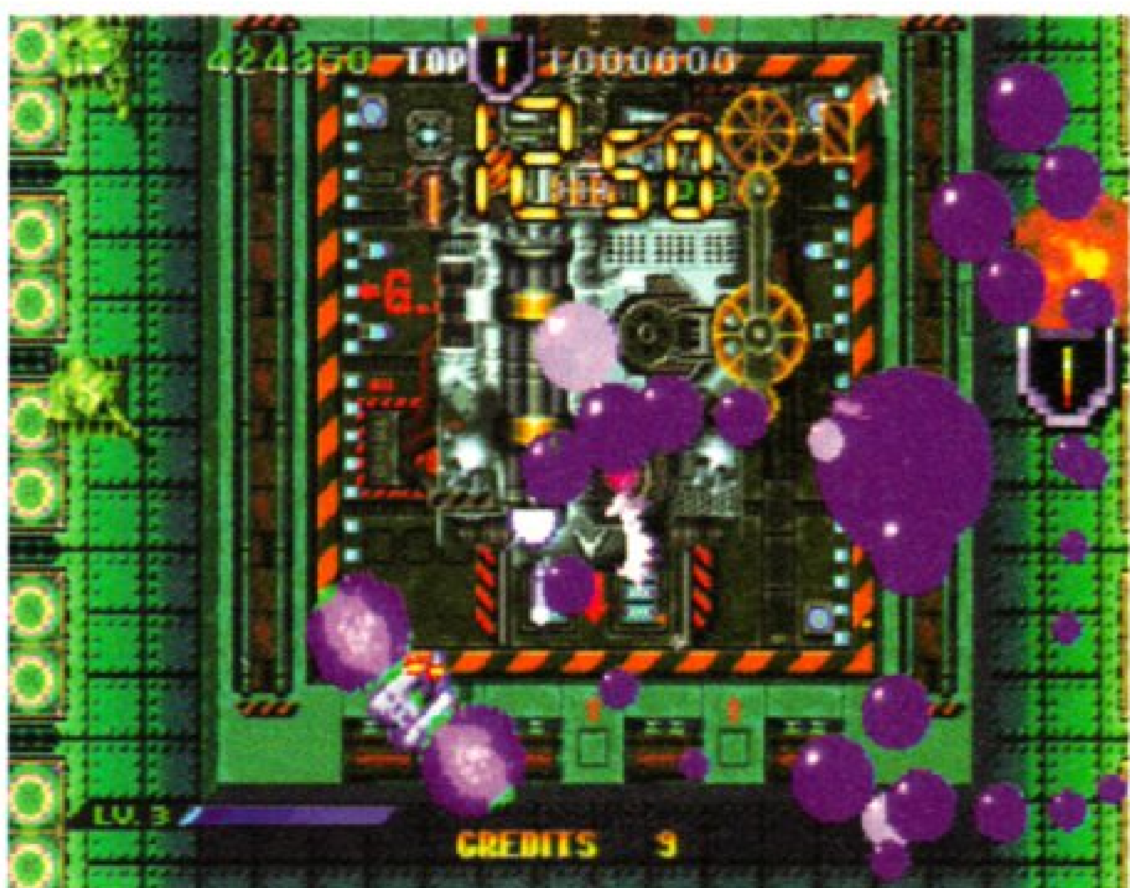
[Quite enjoyable in a retro kind of way, but it's hardly cutting-edge shoot 'em up action]







▲ The ball-on-a-string weapon is very strange indeed!



▲ The purple blobs are generated by one of the specials.



▲ Yeah, it's a pretty good shoot 'em up as it happens.

BY	KONAMI		
RELEASE	IMPORT		PLAYERS
HARDWARE	PRICE	£TBA	2
N/A	STYLE	RETRO	

It was only a matter of time before it happened. Yep, Konami has jumped on the retro bandwagon and compiled thirty of its classic MSX games for Japanese Saturn owners. Can they still cut it a decade on?

Konami MSX Collection



▲ Classic 2D beat 'em up fun in Konami's Yie Ar KUNG-FU.



▲ Awesome racing action in the super-fast Road Fighter.

European Saturn owners have every justification in feeling paranoid. I mean, why is it that such fantastic games as X-Men vs Street Fighter, Dead or Alive and Grandia are destined to remain import-only? Why is it that multi-format games always end up being crap on the Saturn, despite talented developers proving beyond all doubt the true potential of the machine? And why is it that Konami releases top titles such as Castlevania X and Suikoden in Japan, but gives us European Saturn owners Crypt Killer and Whizz? Odd that.

But for those of you with switched Saturns, the situation isn't quite so dire. As we've mentioned innumerable times before, there's a glut of top Japanese games available to ensure that your Saturn doesn't end up collecting dust as a door-stopper. The latest of these to arrive poste-haste from our man in Japan is the awesome Konami Antiques MSX Collection, one of the best retro compilations to emerge on the Saturn to date.

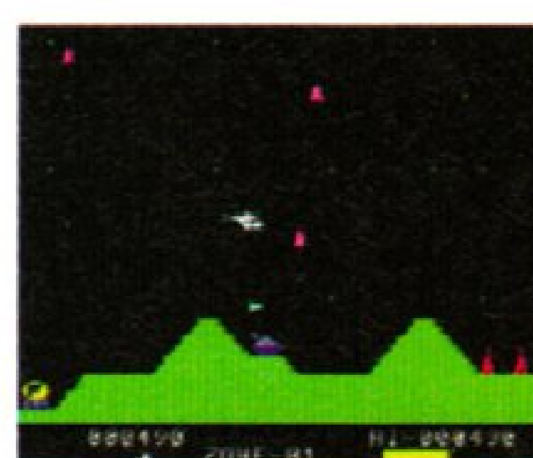


In terms of sheer size and value for money, Konami's retro pack just can't be beaten. Comprising a staggering 30 classic games from yesteryear, Konami has opened our eyes to the vastly inferior retro compilations from such arcade giants as Atari, Namco and Williams. Rather than releasing several retro volumes, each comprising six games and retailing at a costly thirty quid a pop, Konami has taken advantage of the vast storage capabilities offered by the compact disc format and crammed the best of its MSX games onto just one disc. More power to them for doing so.

> **In terms of sheer size and value for money, Konami's retro compilation just can't be beaten!**



▲ Konami's Soccer isn't quite in the same realm of excellence as Konami's more recent ISS '98, but it's still a fairly decent kick-around.









ANTARCTIC ADVENTURE

This cracking little racer attracted a veritable gaggle of onlookers when we first played it, not least because Antarctic Adventure bares an uncanny resemblance to the Dreamcast launch title, Pen Pen Trilcelon. The aim of the game is simply to get your penguin over the finish line before the time limit runs out, avoiding the hazards contained within each of the Antarctic levels. It's not quite up there with Konami's more serious racers, Konami Rally and Road Fighter for example, but definitely worth a look.



▲ It may look all cute 'n' girlie, but trust me, Antarctic Adventure is a top racing game.





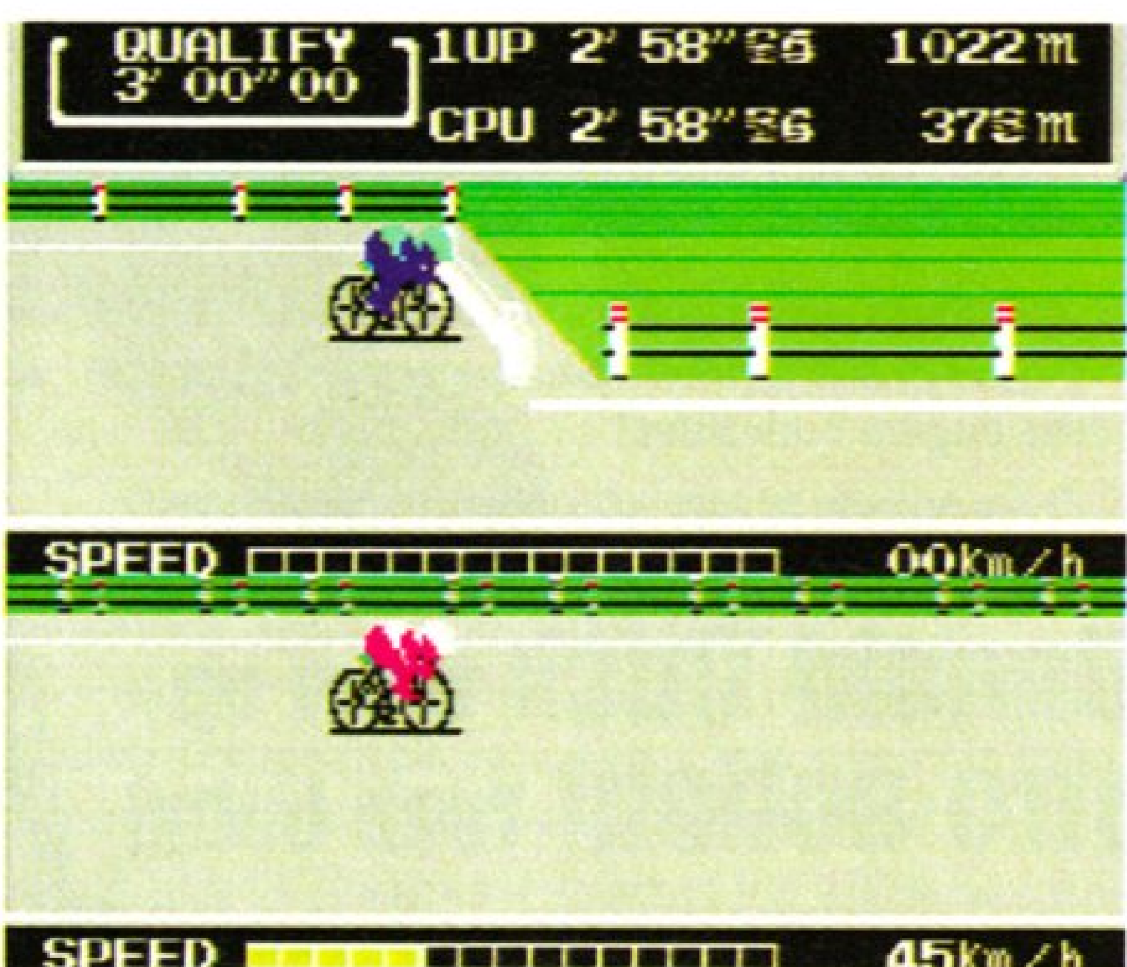




▲ (Left) Konami's Boxing is probably the only decent boxing game... ever! (Right) Konami's Billiards is a bit dull though.







And when we say the best MSX games, we really mean it. Unlike comparative retro packs which invariably offer a couple of 'classics' with a handful of dodgy decade-old stinkers to pad out the package, each and every one of Konami's MSX titles are classics in their own right. There's classic 2D beat 'em up action in Yie Ar KUNG-FU and its sequel, arcade shoot 'em up fun in the awesome Gradius, rampantly playable sports sims such as Konami's Golf, Tennis, Boxing and even Billiards. Not to mention the classic Hyper Sports series. You will quite literally be spoilt for choice.

The only real downer is that this excellent retro compilation will not receive an official UK release, given that Konami turned its back on the European Saturn market a considerable time ago. Not that it stopped them releasing Whizz mind you. Anyway, that means the only place you're likely to find a copy of Konami Antiques MSX Collection is at your friendly local import shop. But if you're into your retro games and have a bit of spare cash floating around, it's well worth tracking down.





KONAMI RALLY

Undoubtedly one of the highlights of Konami's MSX Antiques Collection is the fantastic Konami Rally. This superb little racer has been on our Saturn more than any other game this month, despite the allure of the more contemporary Deep Fear and Astra Superstars. The basic idea is similar to that of Sega Rally - progress from one stage to the next, overtaking as many enemy cars as possible to qualify in a decent position for the next race. Alright, so the graphics might look a bit crap and dated a decade on from its original MSX release, but in terms of sheer playability, Konami Rally is an absolute classic.



HYPER SPORTS 2

Basically a conversion of the classic Konami Hyper Sports arcade game, but due to the memory constraints of the MSX cartridge, only three of the events actually made it into Hyper Sports 2 (the rest can be found on the equally brilliant Hyper Sports 3). Button bashers are well catered for with the weight lifting event, whereas the archery and skeet shooting (clay pigeon shooting to you and me) requires a greater level of skill and timing. Definitely one of the best games on the entire Konami MSX pack.







▲ (Left) The skeet shooting event is particularly tricky. (Right) Knacker your Saturn joypad on the weight lifting event.

BY	SEGA	
RELEASE	OCTOBER	PLAYERS
HARDWARE	PRICE: IMPORT	1
N/A	STYLE: RETRO	

The Sega Ages retro brand goes from strength to strength in the Land of the Rising Sun. This month, Sega announced that two of its most celebrated Megadrive platformers will hit the Saturn...

Sega Ages: Disney



▲ The imminent rear-toasting doesn't seem to concern Don!



▲ The expression of character in the sprites is quite lovely.

Before the days of Sonic the Hedgehog's mega-popularity, Sega needed a weapon with which to battle the mighty Nintendo and its Mario series. True, the firm had superior technology in the form of the Megadrive (whilst the NES was still Nintendo's main platform), but truly mass market characters were required to boost the Megadrive's poor platform game showing.

The game arrived in the form of Castle of Illusion and the character was the hugely popular, ironic Mickey Mouse. Now thanks to the Saturn's retro brand, Sega Ages, we can relive all of those thrills (and more!) with the aid of our trusty 32-bit black boxes!

Yes, Castle of Illusion is heading for the Saturn in a double header mega pack, bundled with the follow-up - the Donald Duck vehicle, Quackshot. To that end, SEGA SATURN MAGAZINE dug up both titles to see just how this pack will shape up come October time, when the games appear in software stores all across Japan (and presumably in your trusty local import emporium).



▲ Mickey's a bit of a swinger.



Castle of Illusion was state-of-the-art for its time, but it has to be said that the advent of Sonic the Hedgehog certainly upped the ante for the 16-bit platform genre. The game itself remains very sweet indeed with some impressive graphics and a good wholesome style, but the memory size of the cartridge (512K) means that there's a vast amount of repetition in the graphics compared to the styles of today. The gameplay is a lot more sedate too - the bosses aren't likely to

[Mickey Mouse and Donald Duck team up for some Sega Ages retro action! Yeah baby!]







▲ Here we catch Mickey Mouse in the infamous bottom bounce pose, where his rear becomes an unstoppable destructive force!

CASTLE OF ILLUSION: 1990

Debuting in Japan before being released a few months after the official European Megadrive launch in the following year, Castle of Illusion was regaled as a quality platformer. For the time, the 2D cartoony graphics were nothing short of amazing and the game was Sega's first attempt to dethrone Nintendo's Mario. However, it was way too simple and uncomplicated next to Mazzer (and the blatant ripping off of the epoch-making bottom bounce was unforgivable) and it was down to a certain blue hedgehog to unmask and eliminate the Italian plumber months later...



▲ Watch out for splinters in your ass, Mickey!

impress or frighten anyone and the whole shebang just moves at a snail's pace compared to today's titles of the same ilk...

Quakeshot on the other hand remains a very cool game. Extremely under-rated when it came out, it took the audio-visual punch of Castle of Illusion and greatly enhanced the gameplay, with new weapons to locate, a less linear procession of levels... and just a whole lot more originality (Mickey's Mario-inspired bottom bounce went on to become something of a genre cliché). Again, like Castle of Illusion, the small cart size didn't allow for too much graphical frippery, but the fact remains that Quakeshot is still a neat little platformer, in a retro kind of way. Put it this way, Silhouette Mirage hasn't really got anything to worry about!



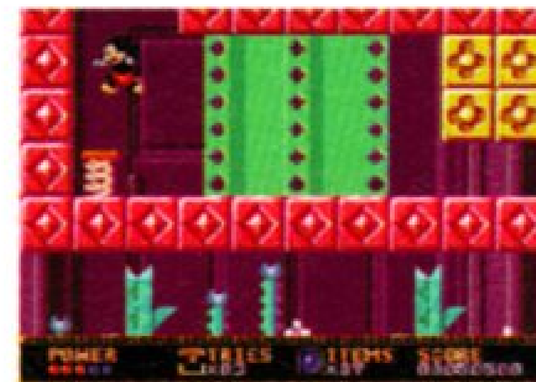


▲ Mickey and Donald: back together thanks to Sega Ages!

QUACKSHOT: 1991

Despite this Castle of Illusion sequel (released in 1991 in Japan) being far superior to its predecessor, Quackshot was under-rated in the games press and didn't go on to share anywhere near the level of popularity as the first Disney game. This is a great shame as Quakeshot is a lot more sophisticated than Mickey's adventure and boasts a lot more gameplay (and challenge) for your money. Maybe the fact that Donald Duck isn't quite as popular as Disney's rodent icon may have had something to do with it. But then again, so might Sonic the Hedgehog...





▲ Does this bring back any memories? Well does it, punk?

Overall though, it's pretty cool to see the excellent Sega Ages line moving into the classic 16-bit era of gaming, and this could have some excellent potential for future collections. Now, how about a Streets of Rage triple pack, Sega? This awesome retro goodie would have the distinct advantage of out-quaffing even today's examples of the genre. Can you hear me Fighting Force?

Three 16-bit Retro Packs We Must See!

1. Streets of Rage Collection
2. Treasure Collection (Gunstar Heroes, Alien Soldier, Dynamite Heady)
3. Shining Force Pack (Shining Force, Shining Force 2, Shining Force CD)







▲ Oooh... Quackshot got a bit scary from time to time!



▲ Eat plenty of chilli to spice up Donald's temper meter - and then watch him fly around in a mad rage!



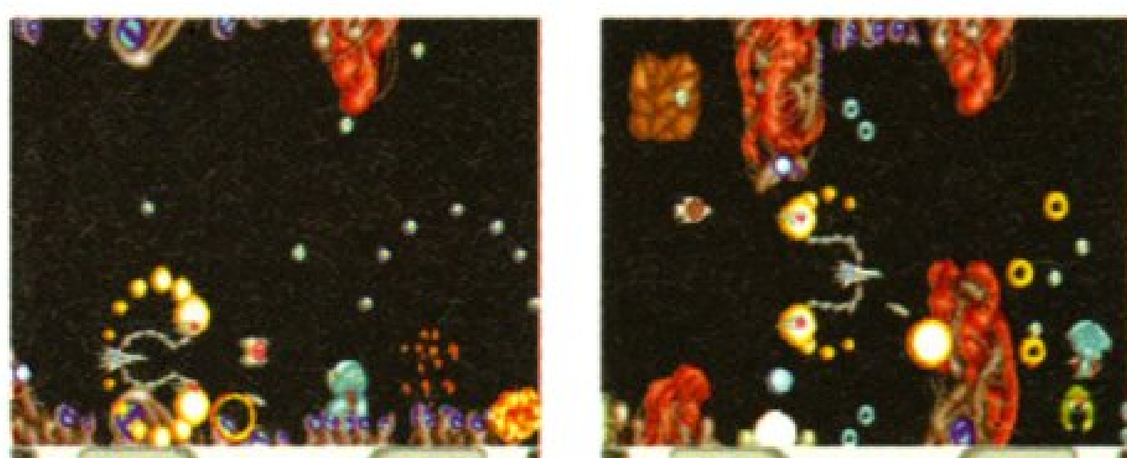
BY	IREM		
RELEASE	OUT NOW		PLAYERS
HARDWARE	PRICE	IMPORT	
N/A	STYLE	SHOOT 'EM UP	

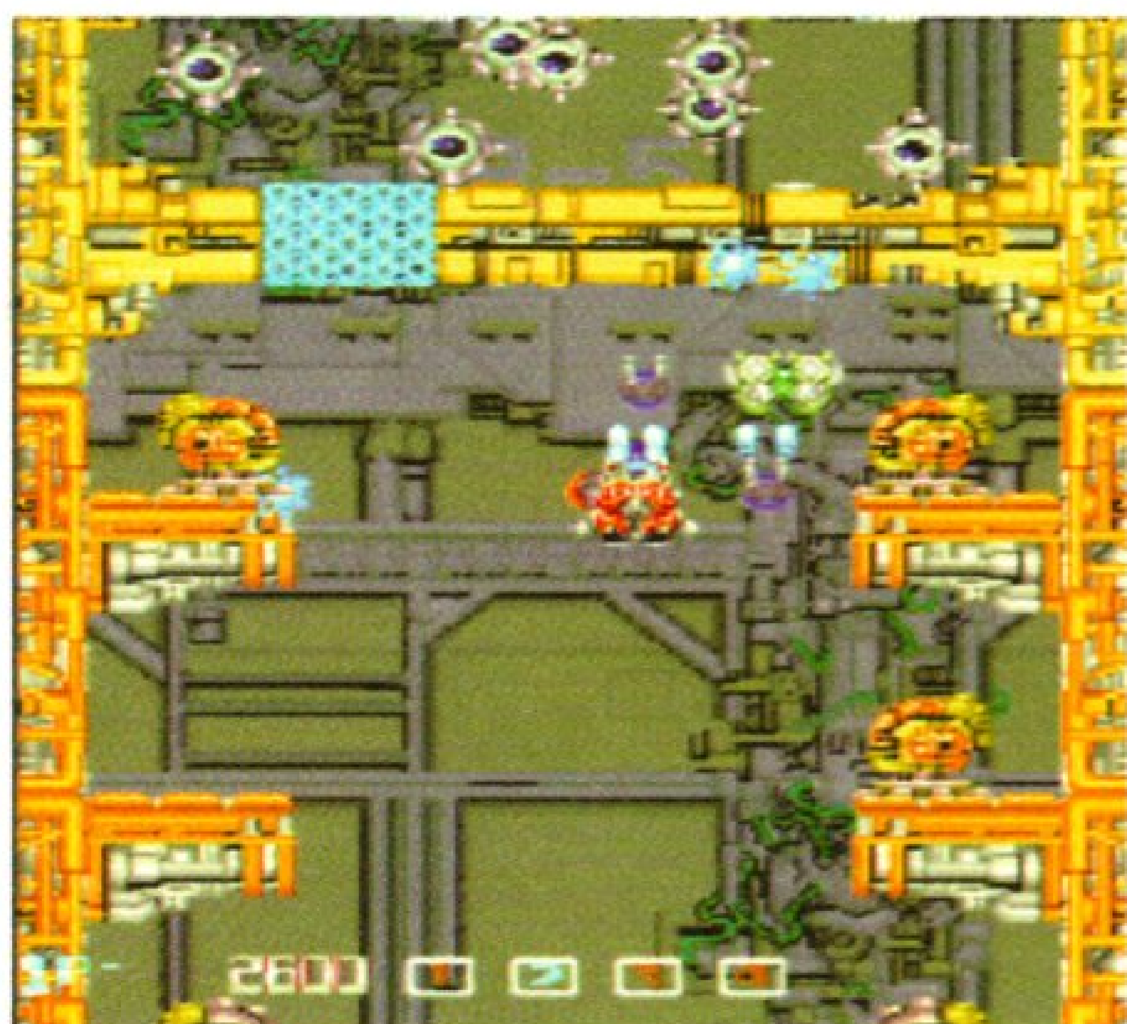
X-Multiply and Image Fight on one CD? That's, like, two of the best shoot 'em ups of all time presented in one convenient package. It's a laser-based dream in software format! Make no mistake.

Arcade Gears



▲ What we'd really like is a Saturn version of R-Type.



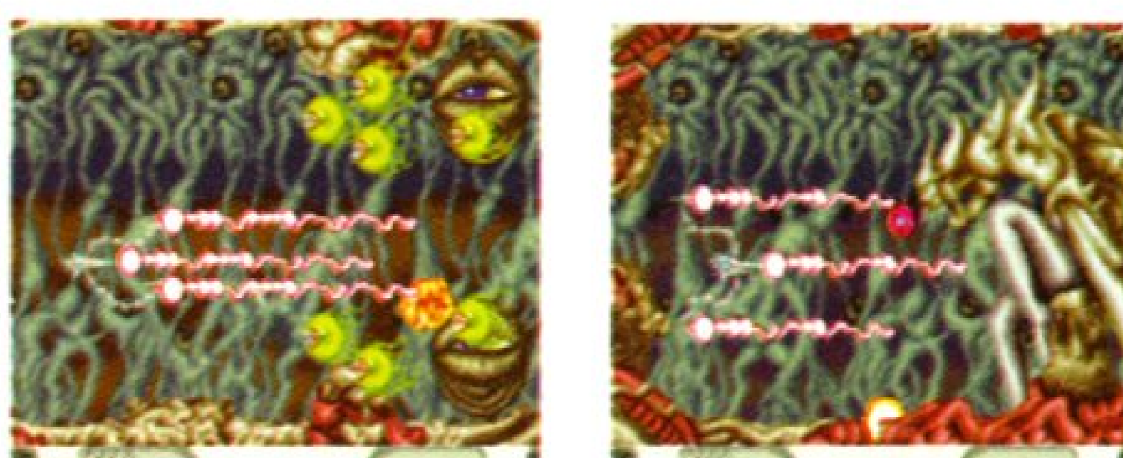


There have been some truly magical moments in the large and dusty archives of gaming history, and a company with more than its fair share of classics is Japanese 2D specialist, Irem. You'll know Irem as the company behind the rightly beloved R-Type, as well as the stunning X-Multiply and the not-bad Image Fight. Now, Irem has bundled its two second best titles onto a single Saturn disc. We're in Heaven!

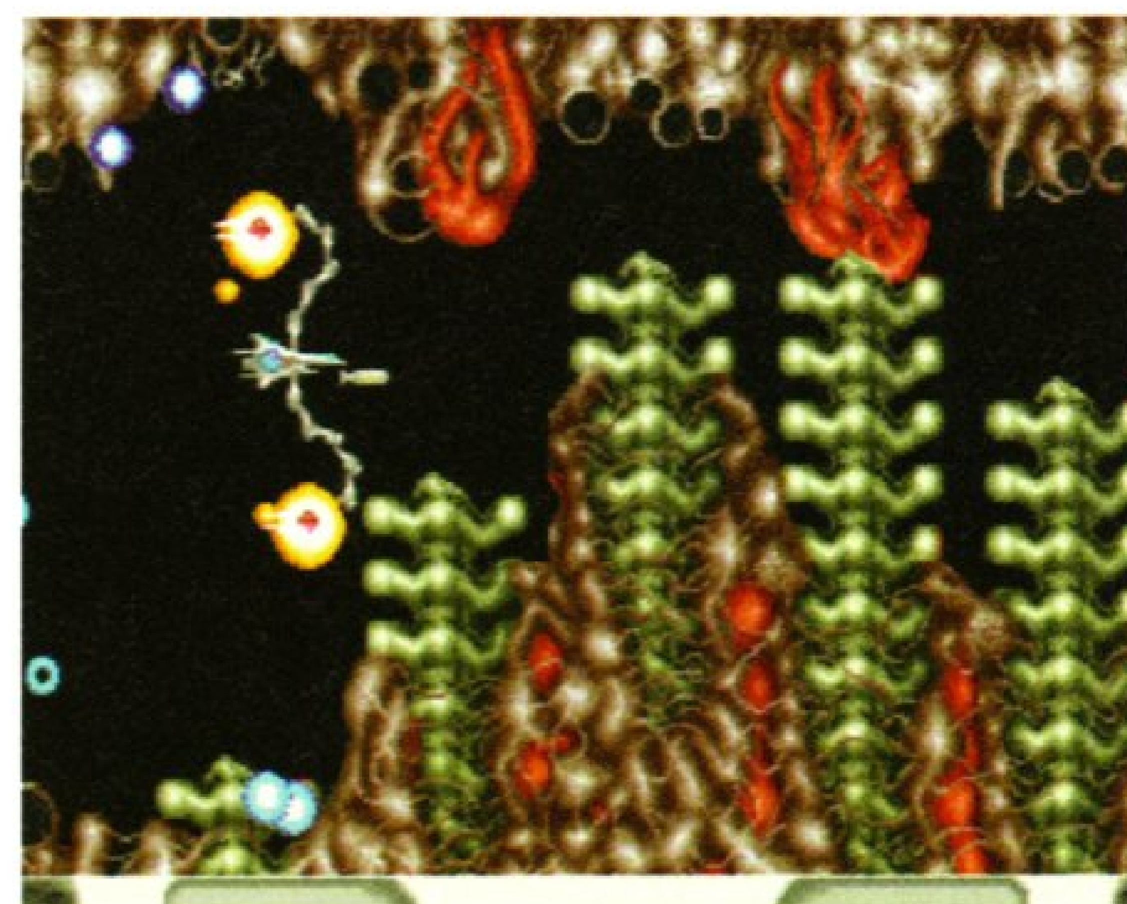
The gameplay in X-Multiply is more advanced than R-Type, mainly due to the fact that your ship comes equipped with two massive and free-moving tentacles bolted onto the top and bottom. This opens up more possibilities for attack and defence, as they act as a shield from enemy shots and smaller enemies themselves. A quick press of the D-pad flings these protective barriers wherever you like. These tentacles also become significant offensive weapons, as dragging them across huge motherships causes massive damage (leaving players free to attack whatever's coming from above), and the collection of power-ups, like forward lasers and heavy artillery bombs, further adds to the experience.

Image Fight is an altogether different kettle of techno-organic fish. Punishing use of the restart points makes this 2D shoot 'em up even tougher than its X-prefixed soul mate, and the simple fact that it's over a year older than X-Multiply leads to an all-round less impressive display of visuals. Still, if R-Type and X-Multiply were all about style and design, Image Fight was more of an all-out test of survival and weapon accumulation, with unique (at the time) features, such as being able to set the ship's speed manually, along with free-floating drone-weapons which fire in the opposite direction to the ship's movement, setting it apart from the crowd. Image Fight does boast an excellent array of power-ups, but the super-tough nature of the game makes it a massive struggle to see the more advanced weapons.

One of the reasons why these older shooters always seem so much harder than their modern counterparts is their use of the old restart point, which has been phased-out in newer blasters. Even the mighty Radiant Silvergun - the best shooter released in years - may be completed by virtue of infinite continues and simple perseverance, whereas the notion of forcing players to replay the section they've just died in (often restarting way behind as 'punishment' for the error) makes it downright essential to master every inch, every attack wave and every boss in these old blasters. Both X-



▲ They don't make 'em this tough any more. No sir.

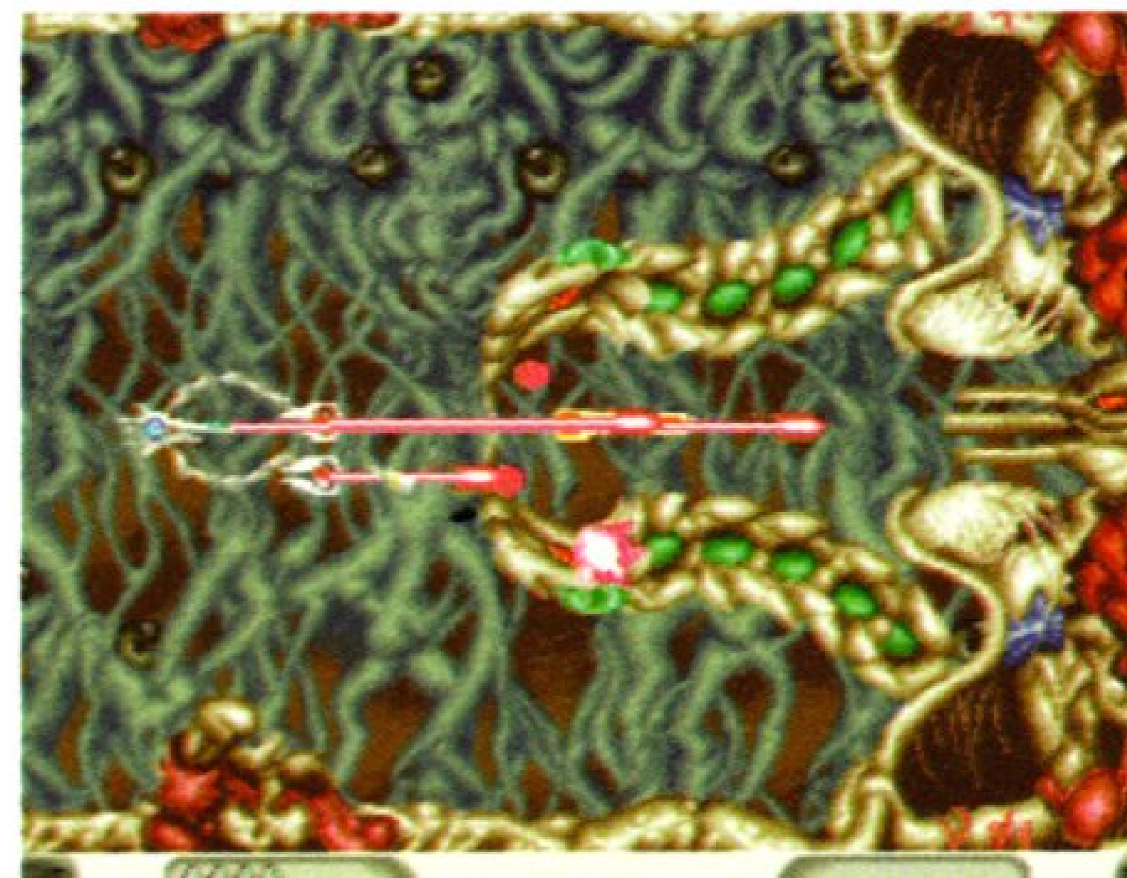


▲ Notice the defensive tentacle power-ups on the ship?

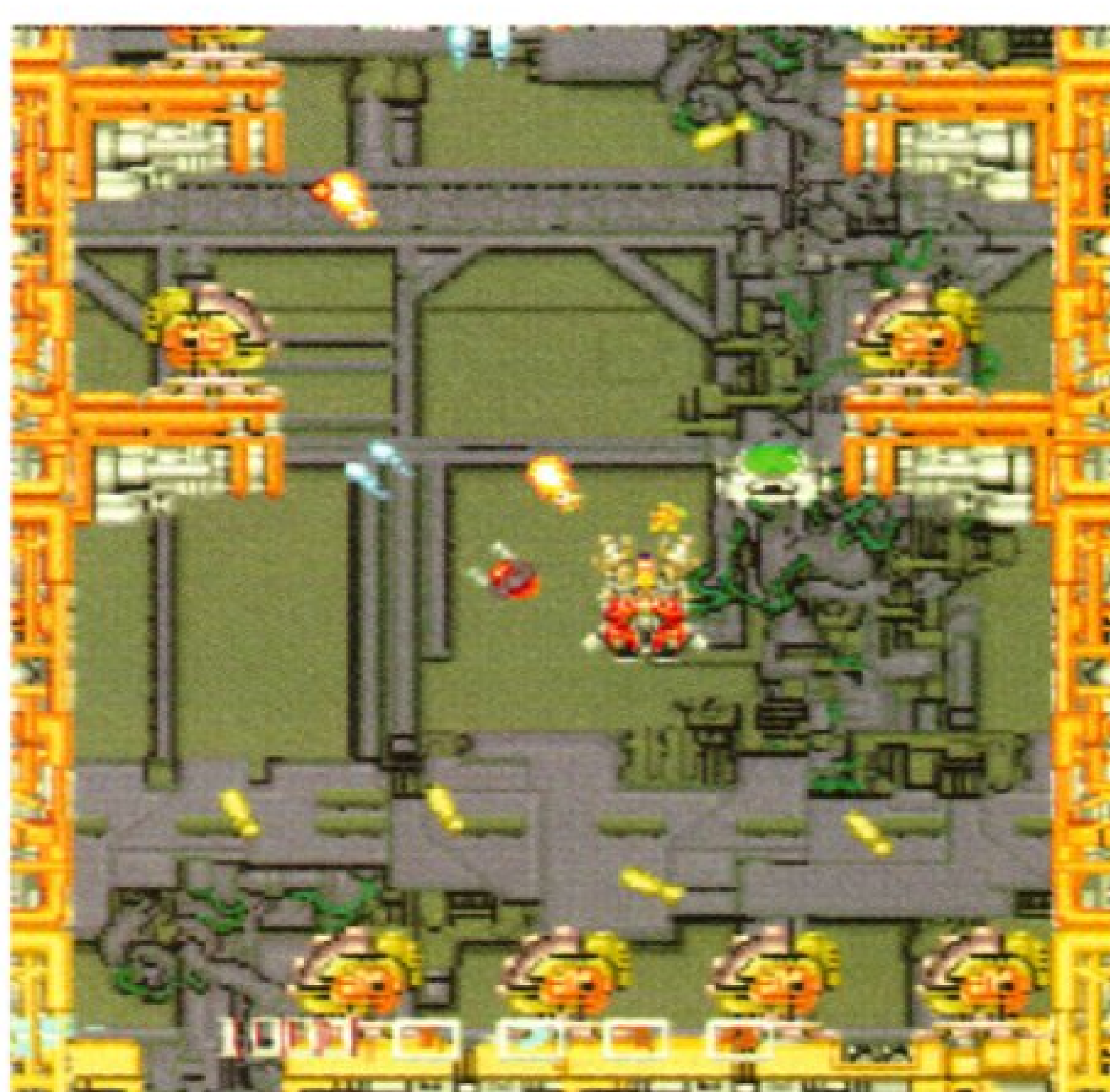
[Modern shoot 'em ups will never compare with these classic blasters!]











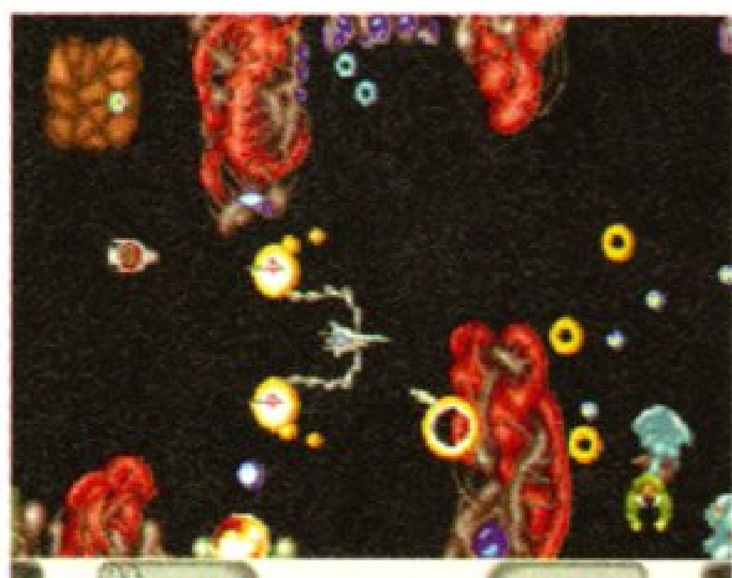




▲ These excellent blasters should bring back a few memories for some of our more (ahem) 'mature' readers.

Multiply and Image Fight use this restart point philosophy to make players redo areas they've messed-up (usually without those hard-earned weapons too!), and it's the reason why modern shoot 'em ups will never compare with these classic blasters. It's also probably the reason why they're so ingrained in our memories as well.

History will probably record R-Type as being Irem's finest hour, but connoisseurs may argue that the innovation-packed X-Multiply, or mega-tough Image Fight are both equally worthy of a place in the blaster hall of fame.





▲ On balance we'd have to say that X-Multiply is the better of the two games.

What SSM's shoot 'em up fanatic Gary reckons are the five best shooters of all time:

1. Raiden
2. R-Type
3. X-Multiply
4. Carrier Airwing
5. Hellfire

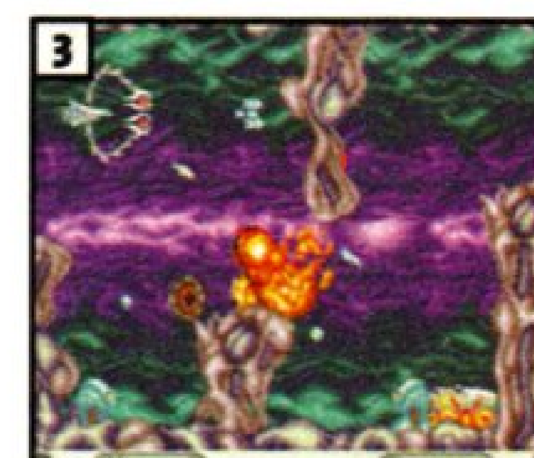
THEY DON'T MAKE 'EM LIKE THEY USED TO!

Irem was at its peak between 1987 and 1989 with the release of R-Type and X-Multiply, along with Image Fight sandwiched inbetween. Most gamers were still too busy cramming their dinner money into R-Type's tempting slot to notice X-Multiply when it came out a year later, which left the latter game overlooked and underrated. There followed what we could politely describe as a 'barren period', briefly pierced by 1991's Metal Slug-predating platform blaster, GunForce, and in 1993 with ace submarine blaster, In The Hunt. Irem seems to have awoke from its recent cryogenic state though, with the release of retro-pack R-Types (R-Type 1 & 2) on PlayStation - let's hope Irem can 'do a Capcom' and continue to innovate and entertain us like they used to...







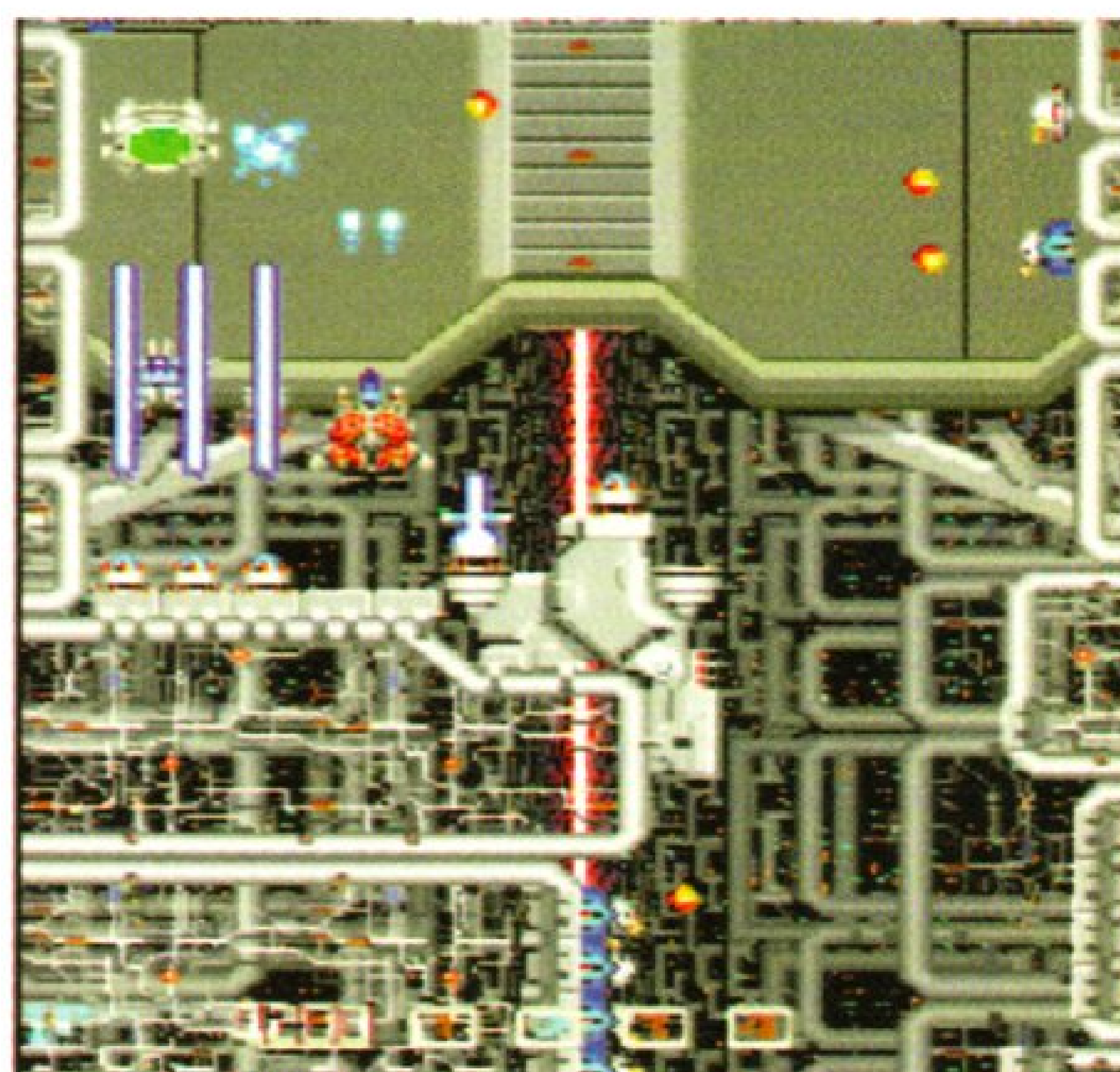




▲ 1. Irem's all-time classic, R-Type. 2. Subject of this preview, Image Fight. 3. Top shoot 'em up action in X-Multiply. 4. The excellent GunForce. 5. Submarine blaster, In The Hunt.







Virtua Writer™

These are exciting times for Sega enthusiasts. A new era of gaming excellence is being ushered in, and naturally SSM is evolving to reflect these changes. Over the next few months you're going to see your number one Sega Saturn Magazine undergoing some radical redesigning. But we can't do it alone. We need your input. If there's anything you'd like to see in your favourite monthly Sega journal, drop us a line at: VIRTUA WRITER, SEGA MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ or email us at virtua.writer@ecm.emap.com. The future is in your hands!

D2 vs TOMB RAIDER 2

DEAR SSM

I've just been reading issue #34 of SSM and in particular the excellent Dreamcast news that you did. The head demo and the Tower of Babel look really nice, but I would much rather have seen some games. I guess we'll see them in a few months time. D2 looked fairly good, very Tomb Raiderish. Even the characters share similarities in their names. But hopefully D2 will be the better game as the Dreamcast can do far more things than the PlayStation and PC can. Individual polygons for snow flakes for example. Wow! I'm also looking forward to your new look issue with even more Dreamcast bits. Just one more thing, where do you come up with such phrases as 'awesome graphical capabilities', 'senses-shattering' and 'visual frippery'?

Nick Pike, Somerset



D2: Dressing like a librarian never looked so much fun!

'Awesome graphical capabilities' emerged from ex-Art Editor Dave Kelsall's impersonation of ex-Mean Machines Art Editor, Oz Browne. 'Senses-shattering' was purloined wholesale from the original Stan "The Man"" Lee (creator of Spider-Man, Fantastic Four, X-Men) and er... 'visual frippery' was made up by Lee Nutter - and is, to be frank, a shambling mockery of a sham, to invoke yet another time-honoured phrase. RICH

READERS' ART IN SSM?

DEAR SSM

I've been buying your magazine since issue #6 and think that it's the best games mag around. I was reading a few months ago how you wanted people to write in with ideas on how to make the magazine even better (a nearly impossible task I'm sure), but I have come up with an idea. After glancing at several other games magazines, I've figured out what your magazine is desperately missing - a readers' art page. Readers of SEGA SATURN MAGAZINE could write in with some pictures they've done of their favourite games characters or entirely new characters they've created and you could give a prize to the best one. It's not original I know, but worth a thought.

Wayne Russell, Castleford



Thanks for the tip Wayne, but a five year-old's half-arsed rendition of Sonic is hardly the sort of material we want to be filling the hallowed pages of SSM with. LEE

OVERSEAS LETTER

DEAR SSM

I was browsing through an import shop in Ottawa last week when I came across a copy of Sega Saturn Magazine. I've never seen a Saturn specific mag before so I picked up a copy and was quite impressed. You guys are lucky to have a mag like this. In North America the best you can expect for Saturn coverage is a couple of pages here and there in the multi-format magazines. The press here have all but given up on the system. It's nice to see that Sega is still alive and kicking in the UK.

Sheridan Hortness, Canada



Maybe you should consider subscribing. LEE

VF3 DILEMMA SOLVED

DEAR SSM

Sega has a perfect opportunity to show these Tekken-lovers why VF3 is more superior - by bringing it home. But of course, they are in a bit of a dilemma: shall we do it for the Saturn or for the Dreamcast? Frankly, I cannot see why this is a hard decision. The Saturn conversion is obviously going to be a lot poorer than the arcade, while the Dreamcast could enhance the game in all departments - sound, graphics and outdo the Model 3 original. So what's the problem, eh? Go for the Dreamcast!

Amarpreet Basi, via email



Would a Saturn conversion of VF3 really be any good?



Rumours persist that VF3 is nearing completion on BOTH Saturn and Dreamcast. The real dilemma for Sega now is which version to release and when. Your thoughts on the matter please.... LEE

SEGA RALLY 2 OR DAYTONA 2?

DEAR SSM

I've been following your extensive Dreamcast coverage over the last few issues with avid interest and must say that I've been completely overwhelmed by this fantastic new 128-bit machine. As a racing game fanatic, I'm particularly looking forward to getting some good driving games (Metropolis sounds great), which is one area in which the PlayStation managed to consistently out-perform the Saturn. But Sega must be faced with a terrible dilemma right now - which game to convert first: Sega Rally 2 or Daytona 2? Both are on Model 3 technology so should prove quite simple for Sega's programmers to do on Dreamcast, but in which order? Personally I hope it's Daytona 2 first as the original one is still one of the best games around in the arcades. What do you think? What's the inside word from Sega?

Andrew Scott-Thomas, Leeds



C'mon... how many of you have actually played Sega Rally 2?



Whilst Daytona 2 certainly has the graphical edge and would prove a better showcase for the Dreamcast's technological capabilities, there's little doubt in my mind that Sega Rally 2 is actually the better game. Rally 2 demands a far greater level of skill from players to progress through it successfully. However, even totally inept players can bundle their way through Daytona 2 in a haphazard way and still perform reasonably well. But aside from being the better game, Sega Rally 2 is also the more likely of the two to appear at launch (in Japan at least). In fact, the PC rendition of Sega Rally 2 is pretty much complete, which certainly bodes well for the Dreamcast version. LEE

IT IS INEVITABLE!

DEAR SSM

Just a quick reminder that Sega's power will overcome all PlayStation owners, it is INEVITABLE! It's like

walking into a dog pound, stroking six Persian cats, with five cans of Pedigree Chum in each pocket and a 'Meaty Treaty' grasped tightly in each fist, you are going to be charged at by at least 23 German Shepherds. IT IS INEVITABLE!!!

Dave Petts , Winchester

Yep, that's just the sort of blind optimism we like to see here at SSM. LEE

ALIVE & IN NEED OF A KICKING

DEAR SSM

I can't believe that you guys are really getting this hot and bothered about Adam Ay of all people. I mean, I don't take any reviewer seriously who isn't at least in his twenties. Mr Ay's first memory of videogames was probably Mortal Kombat on the Super Nintendo. Anyone who hasn't at least tasted the Golden Age of Gaming (1981-1987 with the rise of the arcades and the Commodore 64) is not to be trusted. SSM's reviewers do seem to have that edge (you were drooling over Missile Command some months ago). I use my PC primarily for work and emulation (MAME and C64s). I suggest Adam Ay does the same during the summer months, maybe then we'll see some good reviews from him. Other than that, just ignore the twat. He just doesn't deserve all the free publicity.

Mischa 'Retroid' Schutz, Holland



Missile Command: If you remember this, you're an old git!

We couldn't agree more Mischa. But Adam Ay has long been the bane of our lives and deserved the kind of character assassination usually reserved for the Mad Jock McMad Award. Our readers desired, nay, demanded it! LEE

LET'S GET PHYSICAL!

DEAR SSM

I bought your magazine the other day on the way to school and was amazed by the new super-console, Dreamcast. I showed the pictures to my mates and they just weren't impressed at all. One of them is a Nintendo 64 owner and claims that the graphics on his machine look just as good and claims that even the PlayStation looks as good. I explained that these were just technical demos and that the actual games would be much, much better, but no one wanted to listen. Please give me some ammunition to wipe the stupid smirk off that smarmy git's face!

Danny Calf, Cheshunt



The pictures of the Dreamcast Godzilla game (previous issue) and the fantastic Sonic Adventure screenshots this very issue should soon wipe the smirk off his face. Failing that, a snooker ball in a sock should do the trick. LEE

KEEP THE SATURN ALIVE!

DEAR SSM

We all know that the Saturn hasn't got long to go, but is it worth getting a Saturn now? I was thinking that if they wanted to, Sega could put very good 2D conversions onto the Saturn and the very best 3D stuff onto the Dreamcast. This would please people who would not have the Dreamcast, but only the Saturn. Sega could even do the odd 3D Saturn title just to keep the Saturn going for a few more years until the Dreamcast is up and going and beating every other console in sight. I have never written to any mag before so please could this be printed?

Garry Smith, London



Good idea. But Sega is likely to put its full development might behind Dreamcast, rather than effectively halving its resources by continuing Saturn support. LEE

One of the reasons the Saturn launch wasn't everything it could have been involved the relocation of resources to deal with the 32X project... Sega won't make the same mistake twice. RICH

WHAT AM I... YELLOW PAGES?

DEAR SSM

I have a BIG problem [Damn right. Your hand writing's appalling - LEE]. I bought my Saturn five months ago second hand with two pads, a memory cart and about ten games for £80. In the time that has passed I have only bought a few games, such as Discworld 2, Doom and Frankenstein [you're obviously a stickler for quality then - LEE]. Two months ago I went to EB to trade some of these for FIFA '98 or Sonic R, only to find to my dismay that they don't trade Saturn games any more. Luckily I remembered another shop that bought games. Well, you can guess what happened next - they don't trade Saturn games either! I ended up coming home, games in hand, very disappointed. So could you please tell me if there are any games shops in the Ashford, Canterbury, Maidstone, Folkestone or Dover areas that still sell Saturn games and peripherals?

Matthew Dray, Kent



How the hell should I know? You live there mate! LEE

QUIT COMPLAINING

DEAR SSM



Everything sounds extremely good about the new system and although the controller will be pants for 2D beat 'em ups, it will be great for everything else so I implore some of your other readers to stop complaining. If your inklings are correct and Sega does release a specific pad for 2D beat 'em ups then it doesn't matter anyway. However, the best thing as far as I can see is the VMS which looks like being a particularly nifty piece of kit. Even though the Saturn is near enough dead (however much you guys try and hide it) I will carry on getting your magazine so that I can find out about all the latest infor-

BRIEFLY...

DEAR SSM

I've been buying your mag since the very beginning and have written quite a number of times, but have never had a letter printed, so please print this one or I might not bother any more. I'm writing about the PlayStation 2.... [hold it right there fella - LEE]

Adam Carole, Manchester

Aside from the fact that it'll be years before PlayStation 2 actually emerges in the UK, next to nothing is known about the console. So we won't be fielding any questions on the matter until nearer the time. LEE

DEAR SSM

I owned a Megadrive and then a Saturn and I really want to be able to afford the Dreamcast. Do you think I should sell my Saturn along with 20 games and a Virtua Gun? Do you think that would give me enough money? And congratulations on the fantastic, ace and brilliant mag!

Neil Burton, Bournemouth

Selling your Saturn and 20 games may raise the cash for a Dreamcast (though I doubt it), but then you'll be without a console for over a year. Your best bet is to hang onto your Saturn and pester your parents for a Dreamcast closer to the time. LEE

DEAR SSM

I'm having trouble deciding which game to buy - Panzer Dragoon Saga or Shining Force III? In issue #33, loads of people were saying that Panzer is the best Saturn game of all time. Whereas SSM's Gary said that SFIII has the cutting edge over Panzer. Help! Which game do I buy?

Robert Stack, Surrey

The answer is obvious. Buy both. Seriously though, SFIII's a longer game, but Panzer's more spectacular to look at and easier to get into. The phrase "horses for courses" springs to mind. RICH

DEAR SSM,

I want to know just one thing. Could the Dreamcast handle a game like Spikeout? Obviously without the multi-play mode, but with CPU controlled players. Looking at the Dreamcast itself with it's four joy pad ports, I suppose a split-screen option isn't out of the question.

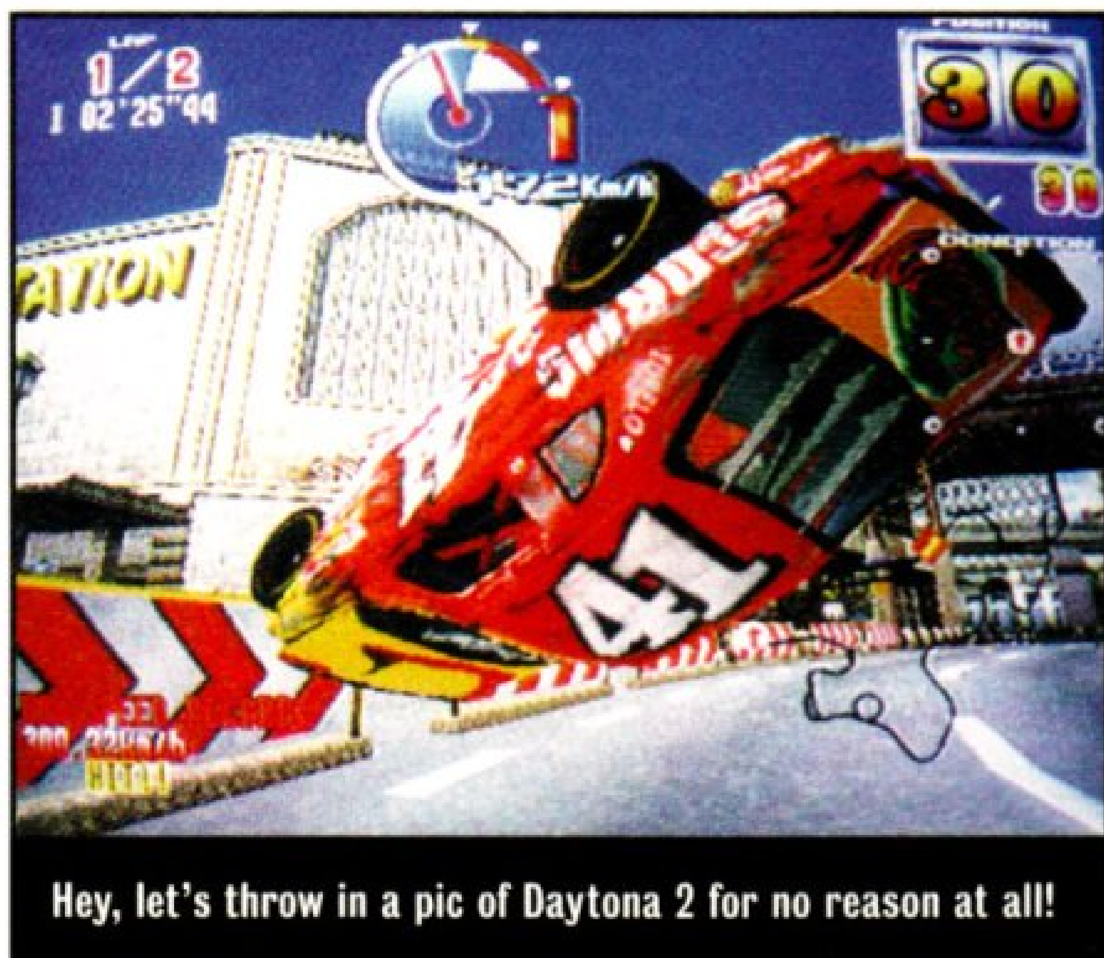
Simon Stallwood, via email

As we've mentioned before, the obscenely powerful Dreamcast hardware should facilitate perfect Model 3 conversions. That means games such as Sega Rally 2, VF3 and Spikeout could be done with relative ease on the Dreamcast. I doubt we'll see many split-screen games though, considering that the Dreamcast comes with a 33.6Kbps built-in modem as standard. LEE

Oh, right. So those four control ports on the front are just for show then? Of course there'll be split-screen games! RICH

mation on Dreamcast and all Sega's arcade games. To all those readers who feel that you should stop your arcade features and Dreamcast news, don't be such gits! If the Dreamcast is as powerful as you say (which I'm sure it is) then it really will be Sega's most important release to date and I just hope it gets every aspect of the launch just right. Well, that's it. I shall now climb down from my mountainous soap box and make myself a well-deserved cup of tea. Goodbye... for now.

Luke Jones, via email



Hey, let's throw in a pic of Daytona 2 for no reason at all!

Y'know, there's not really a lot more I can add to that. Except, of course, "well said!" LEE

SATURN GAMES ON DREAMCAST?

DEAR SSM

Not that anyone will take any notice of what I have to say, but it appears that the most important question about the Dreamcast has not yet been asked - will Saturn game discs play on the new machine? If they do, then surely the loyal Sega user base will buy into the powerful 128K games technology, relegating the old Saturn to the loft. Sega will then no doubt reestablish itself as the number one videogames hardware company in the UK.

If Sega doesn't make Saturn games compatible with the new system then buying your favourite games in Dreamcast format would be a real turn off. 128K alone will not ensure a good future and is soon matched by other systems. Many Sega Saturn users would move to the PlayStation because of the second-hand game availability and Dreamcast may end up like the N64.

How about some info giving confidence to Sega users that Dreamcast is a commercial proposition?

Martyn Capewell, Middlesex

PS I'm probably your oldest reader.

Then that would explain your senile ramblings. For starters, the Dreamcast is an obscenely powerful 128-bit machine. Not 128K. Secondly, Sega has no intention of making Dreamcast compatible with Saturn games. It would just make the Dreamcast look old and crap as opposed to the cutting-edge piece of kit it really is. Lastly and most disturbing of all, you appear to be under the misapprehension that Sega is about to re-release old Saturn games for the Dreamcast. For want of a more witty response, the word 'mentalist' springs to mind. LEE

AND NOW FOR SOMETHING COMPLETELY DIFFERENT...



DEAR SSM

I have become aware recently of the increase in the number of whinging gits on your letters page. Although some good points are often made, the lack of optimism in your readers is becoming uncanny. Okay, I think we have realised now that there aren't many more Saturn games coming in the UK, we know that some readers don't agree with your review scores and Virtua Fighter is certainly not as crap as some of your less tolerant readers would have you believe. But people still insist on repeating the same points. Okay, point made. Now for something completely different - I have come up with a few ideas for some games that would give Sega a win in the last round with Sony.

1) Virtua 'British' Cop - Despite how good VC and VC2 may be, no game has yet reflected the life of a genuine British policeman (or woman). Due to this gap in the games market, I have identified the need for AM2 to expand on the Virtua Cop series, casting players as a good old British police constable. Of course, guns aren't allowed with the British cops, so a plastic blue 'Virtua Truncheon' could be used instead. Imagine the fun that could be had hitting your television with the plastic, blue Virtua Truncheon, picking off the 30 polygon hooligans in car parks and council estates one by one. Lucky players could also find secret weapons in the form of CS sprays and handcuffs!



2) Bedroom Heat - 'Nuff said. But after Winter Heat, our favourite characters could return for a bit of rumpo in the bedroom. Players can select two characters (preferably of different sexes) to 'battle it out' at the beginning of every 'event'. Special options include 'threesomes' and a varied choice of different beds. Experimentation with different control pad commands and combinations leads to players pulling off different 'moves'. The first sex simulator... very intriguing!

3) Lee vs Street Fighter - The poor old Street Fighters seem to be having it out with everyone lately, such as X-Men, MSH and Capcom. So if Capcom starts to run out of ideas over who to pit its Street Fighters against next, why not SSM's very own Lee Nutter? I mean, Lee's excessive body hair, foul odour and bad habits would be enough to beat any Street Fighter. Could M Bison's psycho-power penetrate Lee's BO? In a word, no. So there we go Capcom, a match for the Street Fighters (by the way Capcom, hurry up with RE2 and put Final Fight on your next retro disk!). Well, these ideas are a bit crap actually. A Tomb Raider-esque Spider-Man game with fully interactive, explorable city scape and lots of action, a Resident Evil-style Alien game and a 128-bit Dreamcast Sonic title would certainly make worthy alternatives to an appalling 'Lee vs Street Fighter'.

On a final note, when will we see pics of this new Sonic game? I've been waiting four years for it!

Dean Wilson, Lincoln

Try this issue. I've literally just got back from Sega HQ after meeting the legendary Mr Naka and seen Sonic Adventure in action. It's absolutely amazingly good on a cosmic scale! This is the Sonic game you've waited all your life to play! RICH

IT'S A TRAGEDY!

DEAR SSM

I write to your superb mag in anger and frustration. You see, after reading your review and playing disc one of Panzer Dragoon Saga, I decided to save up for the full game. But my friend bought PDS so we decided that I would buy Shining Force III and then we would swap. After my friend completed disc two of PDS, he gave the first two discs to me. Then came the tragedy. On my way home on my bike, some little git kicked a ball out in front of my bike. I hit the ball and crashed my bike. I looked at the game and disc two had been smashed! I had a go at the boy and his dad for about 15 minutes until I realised I was to get no compensation for a new game. I told my friend and I bought him SFIII and he gave me discs one, three and four of PDS back. Now I can't get onto disc three without the second one. I rang Sega, but was told that PDS wasn't being made anymore! I tried to find a replacement, but I can't. Is there any way to just get the second disc?

Daniel Driver, Herts



Missing a Panzer disc? Take heart dear readers (see above).

You basically have three options. 1. Use your mate's Panzer Dragoon Saga save position to progress onto the third disc. 2. Take advantage of the generous refund policy offered by certain chains of videogame stores, completing the second disc before returning it. 3. Chin the little get who bust your game and nick his dinner money. LEE

OFFICIAL DREAMCAST MAG?

DEAR SSM

I would just like to congratulate you on a wonderful magazine that you have created over the past few years. It has been a pleasure to have it in my home and it has helped me through some tough Saturn games. Anyway, let's get to the point of the letter. In issue #34 you stated that you are going to change the name of the magazine. Obviously it will now be titled Dreamcast Magazine because it is the only log-

ical name. So I have this question for you, why back a console that is not coming out until late 1999? As you stated yourself, the Saturn is still going strong. You have contradicted yourself, let's concentrate on the future of the Saturn and try and get a few last exciting games out for it.
Everyone knows the Dreamcast is better and there should be coverage in the magazine about it, but the people who buy the magazine are buying it because they have a Saturn and not a Dreamcast machine. Therefore I will finish this letter by stating that there should be more Saturn content than Dreamcast because it is the Saturn we want to know about mostly and not the Dreamcast machine.

Robert Sims, West Glamorgan

It's true that SEGA SATURN MAGAZINE has been more of a general Sega mag for the last few months, but we can't just "make up" Saturn games to cover. To be honest, Dreamcast is sooo exciting that you really HAVE to know all about it! RICH



More Dreamcast coverage in SSM? It's inevitable, folks.

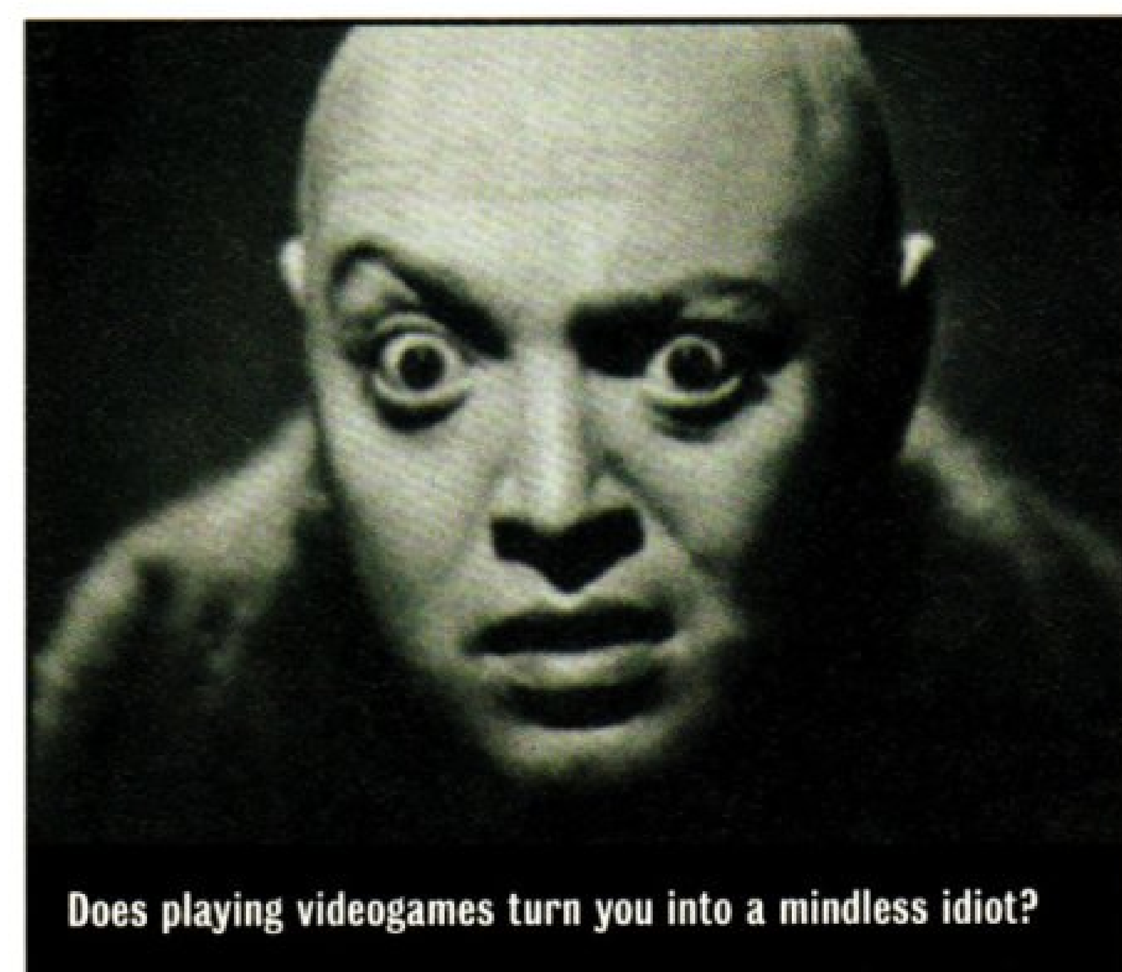
RICH KID WRITES...

Dear SSM

After reading about the new console in the last couple of issues, I was wondering if you could answer an important question for me? At Christmas I might be going on holiday to Japan which would give me the opportunity to purchase the Dreamcast over half a year before the official UK release, without paying the huge import costs. If I did buy it over there, how much would it cost me and would I need to buy a converter or something to play English games on it? Or should I wait for the UK Dreamcast, which I will only do if it plays games full screen and at full speed, as I have already paid for my Saturn to be converted so I won't be happy if I have to do it again. Also, will Sega release the top quality games over here this time unlike the Saturn? If Sega gives the new console its full support it will be a massive hit.

Charlie Markillie, Cambs

Geez, that's about the fifth letter we've received from readers who are either going to Japan to get a Dreamcast or have a mate in Japan who can get one for 'em. You're in luck though, as Japan is in recession at the moment, which means that whilst millions of Japanese kids go hungry, you can pick up electrical items at piss-cheap prices. You could probably get hold of a Dreamcast for somewhere in the region of £150-£200, though you'll need a television capable of displaying an NTSC picture (sounds like yours does anyway) and a step-down power converter for about £20. Obviously the Jap Dreamcast will only play Japanese games, but once the PAL machines arrive over here, most import shops will do a conversion job on your Japanese machine to enable it to play English and American games too. Sounds like a good idea to me. LEE



Does playing videogames turn you into a mindless idiot?

DYSLEXIA WARNING!

Dear SSM

I've been reading your magazine ever since the start, so please help me out. My mum says if I keep playing Saturn games for as long as I do (approximately six hours on a school day, ten hours on a weekend), I'll go dyslexic. Usually I don't take any notice of her, but with the school holidays coming up, she's threatening not to let me use my Saturn during the day! Please convince her that she's wrong and that I won't go dyslexic.

Matthew Marsden, Notts

Your'e mum is cmpletely worng Mattehw. There si no sientific proof to supprt the cliam that vidoegam s mkaes you dyslexic. EEL
SIX HOURS ON A SCHOOL DAY?!? I wouldn't worry about "going" dyslexic, but I would be concerned about the quality of your home work and the development of your social skills... Just limit yourself to a couple of hours of gaming a day and follow your mother's advice. RICH

STATING THE BLEEDIN' OBVIOUS

Dear SSM

People keep asking what SSM is going to do between now and the UK release of Dreamcast. They're also saying that if the UK doesn't get more Saturn releases, you can't keep reviewing imports because only the most extreme Saturn gamers have their machines converted to play import games (like me) and the majority don't therefore these reviews are useless to them.
But I've got an idea that may make your magazine survive until the UK Dreamcast launch. Keep reviewing UK Saturn games until they stop, still review US and Japanese import games and the final part of my idea - do Dreamcast import game reviews!
Yes, in November this year, get an import Dreamcast machine and get reviewing import Dreamcast games! Get the games reviewed before anyone else! Maybe if you ask Sega of Japan nicely it'll probably give you a Dreamcast and some games fresh from Japan! After all, you are the official Sega Magazine and you'll be doing Sega a big favour by promoting Dreamcast more with these reviews. Then people will know which games to get when it comes in 1999. Did I just save your magazine or what?

Jonathan Teoh, London

Waitasecond! With all our collective years of journalistic experience, do you seriously think we hadn't thought about covering Dreamcast games? Crazy fool. LEE

THE NOT-SO-MADJOCK MCMAD AWARD

Every month, the most disturbing missive we receive is showcased in this little area of the mag. This issue we see the much-anticipated return of Chris J Haig - you may remember, he's the guy who wrote in telling us all about the Dreamcast er... right after we published the self-same details a month earlier (see issue #34, page 46). Now brace yourselves. He's back...

Dear SSM

I'm sooooooooooooooo sorry for insulting your intelligence, but the stuff I found out about the Dreamcast was on some Internet site I heard about (and it wasn't Game-Online) and I thought you would like to know about it. How was I supposed to know that RICH had a ticket (lucky bloke) to go to the Sega New Challenge Conference and was going to do a feature on what he saw? And before you say something like "it was in the magazine", I don't read EVERY page in any magazine. In fact, the only mag I've ever read from start to finish is Saturn Power issue #1, and that was only because they had a competition to find four phrases in the mag. I think you should do a compo like that, and give away a voucher to have your Saturn switched (by the way, where did you guys get your Saturns switched then, eh?).
Oh, and if you really want me to tell you what's in your trash can and what you have for breakfast, my guess would be rubbish and maybe a fry up. Well, until next time.

Chris J Haig, Taunton

Apology accepted. Clearly you missed that bleedin' obvious (and surprisingly huge) opening news story in issue #32, saying we were going to the show... On a related note, imagine my surprise when I found your initial missive appear identically within the hallowed pages of GamesMaster magazine (without any kind of comedy response I might add). Now, how on Earth could that have happened, eh?



Some minor Sega-related event you may have heard about...

Q&A

Yup, it's certainly good to have an interesting Q+A mailbag this month. Y'know, it turns out that this new-fangled "Dreamcast" contraption you're all on about is actually quite exciting. Having seen the full power of Sega's 128-bit wonder, I can only dream at the brilliance of the games we're going to be playing when the machine makes its debut! Believe the power! Anyway - enough! I haven't slept properly for ages, so let's just get the address over with: INSOMNIAC Q+A, SEGA SATURN MAGAZINE, 37-39 Millharbour, London E14 9TZ. Or... email ssm.qa@ecm.emap.com.

IS THE NEO GEO ANY GOOD?

Dear SSM

This is the first time I have ever written to you, so can you please print this?

1. Can Dreamcast play audio CDs like Saturn and PlayStation?
2. Is the Neo Geo machine any good, as it seems to have a lot of good games available for it?

Phil Speller, Aythorpe Roding



1. Yes, no problems whatsoever. 2. It certainly does, if you like fighting games. Bear in mind that a lot of those titles are available on Saturn though!

THE BURNING ISSUES

Dear SSM,

I won't bore you with saying how great your mag is and all that, since you already now that, so here are my questions:

1. Will Spikeout, Virtual On 2 and Fighting Vipers 2 come out on the Dreamcast?
2. What's going on with Scud Race, will it come out or not?
3. Will Sega continue bringing out its awesome arcade titles on the Dreamcast?
4. Will Sega work together with Namco again?
5. Will the European Dreamcast games all be PAL optimised? (they better be!)

Serge Vanderstraeten, via e-mail



1. Spikeout would be a natural choice for conversion onto Dreamcast, as would Virtual On 2. However, we can't say for certain until the October Tokyo Game Show. 2. I severely doubt it. The game's already getting on for two years old. I'd rather be playing Daytona 2 and Sega Rally 2 myself... 3. Yes, but they will have to suit the home audience too. 4. When did Sega ever work with Namco? 5. No-one knows quite what the PAL Dreamcast will be like, but with that much power on tap, a bordered slow display would be a mighty letdown.

QUESTIONS THAT MATTER!

Dear SSM,

Please answer the following questions:

1. Does the Dreamcast really have a 128-bit graphics engine or is it just two 64-bit chips working in tandem?
2. Is Sega likely to release some of its older Model 2 games on the Dreamcast as well as the newer Model 3 ones? It would be good to play arcade perfect versions of HOTD, Sega Rally and Touring Car - especially if they were released as a super-cheap budget range.
3. Do you think that the Dreamcast will be able to replicate the sort of graphics seen on the FMV intro to Resident Evil 2 in real-time?
4. Does Microsoft intend to develop its own line-up of games for the Dreamcast?
5. What happened to the demo of "Croc" that you promised in issue 26? Are there any more demos in the pipeline?.

John Mulholland, Rutland



1. Nope. The main CPU is 128-bit internally, communicating with the other chips via a 64-bit bus. 2. Unlikely, but I think it's a great idea. 3. Just you wait and see! 4. This is unknown at this time. 5. We have lots of single CD demos, but nobody could compile them onto one CD. We decided that single game CDs were a waste of money and we didn't want to rip our readers off.

EH? NO WAY!

Dear SSM,

I have been reading your magazine from the start, but have never tried to contact you before and would be very grateful if you would please answer these questions for me?

1. Will the Dreamcast have a built-in converter chip so we can run import games?
2. Will there be more than one service provider for the Internet and will the Dreamcast be compatible with PCs?
3. Which game is the best: Worldwide Soccer '98 OR World League Soccer '98?
4. Will there be any big releases for Saturn between now and the launch of Dreamcast in the UK?

Martin Hevey, via email



1. No way! You've got to be kidding! 2. You should be able to use any service provider. Internet connection is pretty much a standard. 3. We prefer WLS ourselves, but both are fine games. 4. Deep Fear looks like being the last new PAL Saturn game.

GAMES-RELATED DC QUERIES

Hi,

I guess I should get straight to the point on these 'interesting' questions then.

1. Will we see Street Fighter Alpha 3 on Dreamcast?
2. Is Sega planning a Virtua Cop 3? I saw Time Crisis 2 when I went to Bournemouth and this is a really good game and I know that Sega has the power to beat it.
3. If Virtua Cop 3 is coming out, will it have a two-player link-up feature like TC2?
4. It was hinted that Namco was developing for the new machine... is this true? Does this mean that the Dreamcast can have games like Time Crisis 2?
5. I read in GamesMaster that Sony's exclusive Tomb Raider lock-out deal didn't count with Dreamcast, so does this mean that the Dreamcast could get Tome Raider 3?
6. How many games have been confirmed for Dreamcast?
7. When reading about D2, you said that the fighting scenes took place in 'Resident Evil' style, but when reading Edge it showed pictures of D2's battle scenes and they looked like they are in Doom games! Why's this then?
8. Any pics of Resident Evil 4 yet? If not, WHY THE BLOODY HELL NOT?! I can't wait. If not when will ya?
9. It's not really a great surprise that Dreamcast is more powerful than Model 3 is it? Sega did skip from producing a 64-bit machine to a 128-bit machine, so shouldn't we be comparing Dreamcast's power to the hopefully forthcoming Model 4?
10. Has Virtua Fighter 3 (or 4) been confirmed for Dreamcast?
11. I know that Sega hasn't got enough money to release the 4MB cart for X-Men vs Street Fighter so why not cut it down and give us the version which the PlayStation is getting?

Dave Hutchinson, via email



Virtua Cop 2: Oy, Sega! Where's the third installment, eh?



1. Capcom is adopting a wait-and-see policy before developing for Dreamcast, but it's likely, yes. 2. There's no information at the moment. 3. I cannot answer this, obviously. 4. Namco has made no such hint. 5. Wrong. But the Lara Croft contract expires four months after Dreamcast's official launch. 6. All of the ones we talk about here in SSM! 7. Warp's changed it, as witnessed last issue. 8. Because Capcom hasn't even finished Resident Evil 3 yet! 9. The "Naomi" technology is based on Dreamcast and will be the successor to Model 3. 10. Nope, but VF3 is hugely likely. 11. Because the PS version really is rubbish compared to the 4MB wonder that is the Saturn game!

FAQ

Hey - it's frequently asked questions time. This is the bit where the most popular queries of the month are addressed!

1. How can the cheap Dreamcast be more powerful than a top-spec two grand PC?



Simple. Around three quarters of a Pentium II chip is used to retain compatibility with all PCs (going right back to 1979!). It's a hugely inefficient design. The Dreamcast's main chip is RISC (meaning it's faster for a start) and developed especially for games. Additionally, the CPU is connected directly to the graphics chip (unlike a PC), meaning a vast increase in the throughput of data. Bottom line: it's designed for 3D games.

2. Is the PlayStation 2 going to be more powerful than Sega's Dreamcast?



Who knows? PlayStation 2 doesn't exist yet. Dreamcast does. Whatever, Sony's new machine won't be due until the year 2000 at the earliest whereas Dreamcast will be in UK shops in September 1999.

The CAPCOM® Interview

Possibly the greatest videogame developer in the world, Capcom rarely opens its doors to western journalists. This month, we're proud to have an EXCLUSIVE interview with Mr Noritaka Funamizu, General Producer of Capcom's Development Division, as he reveals future plans, Dreamcast development and Biohazard secrets. WARREN HARROD reports.



Gaming God: Mr Noritaka Funamizu, General Producer of Capcom's Development Division. We're not worthy!

Marvel Super Heroes vs Street Fighter: Hitting the Saturn in October!

SSM Can you tell us what Capcom's plans for the Sega market now that Dreamcast has been announced?

NF We'll continue producing Saturn games for the rest of this year. Our line-up consists of Capcom Generations, Marvel Super Heroes vs Street Fighter in October, Dungeons & Dragons Collection in November and Street Fighter Zero 3 in spring next year. That will probably be our final Saturn game. SFZ3, MSH vs SF and D&D Part 2 will all use the 4 MB RAM cart.

SSM Do you think the Saturn market will collapse after the Dreamcast release?

NF No, there are still over two million Saturn owners out there. Of course, I don't expect that they will all continue to purchase Saturn games, but I think many of them will still be active users that we can target with our titles.



SSM Will you continue to port all of your CP-System II arcade games to the Saturn?

NF We're not considering releasing any games after April '99 because we can't be sure that there will be anyone out there still buying Saturn games. Sega has stopped all development on new Saturn titles and will only release a collection of budget games from now on. Most shops will remove their Saturn section of games and replace it with something else.

SSM Will there ever be another Biohazard game on the Saturn?

NF No, there won't. We've already announced this in Japan, but we haven't officially stated this overseas yet. We did consider doing Biohazard 2 and we had started it, but we cancelled the project because of Dreamcast.

SSM Is the Saturn capable of handling Biohazard 2 or would you have needed to use the 4 MB RAM cart?

NF It wouldn't have been impossible to do a Saturn Biohazard 2. We don't really need any more RAM, the real problem is that the CPU is too slow and it doesn't have the power to handle the graphics calculations. Maybe Sega's own development teams could push the





▲ Dungeons & Dragons Collection: Still on scheduele, out in November.

CPU closer to its top performance, but we couldn't.

SSM What was your first impression of the Dreamcast?
NF It was completely different to what I thought it was going to be. I was surprised to see that it was even more powerful than Model 3. The hardware looks very interesting indeed.

SSM Did Capcom give any advice to Sega about what it would like to see from the Dreamcast hardware?
NF We did ask Sega to make sure that it supported 2D titles as well as 3D. However, at the moment the Dreamcast's 2D tools aren't as good as we would like them to be. We're hoping, that before the final version is released, Sega will be able to improve them to our expectations.

SSM So will your 2D progamming teams be able to produce perfect conversions of CP-System III games on Dreamcast?
NF That really depends on whether Sega has listened to us or not. If it makes the amendments we've asked for then it should be possible.



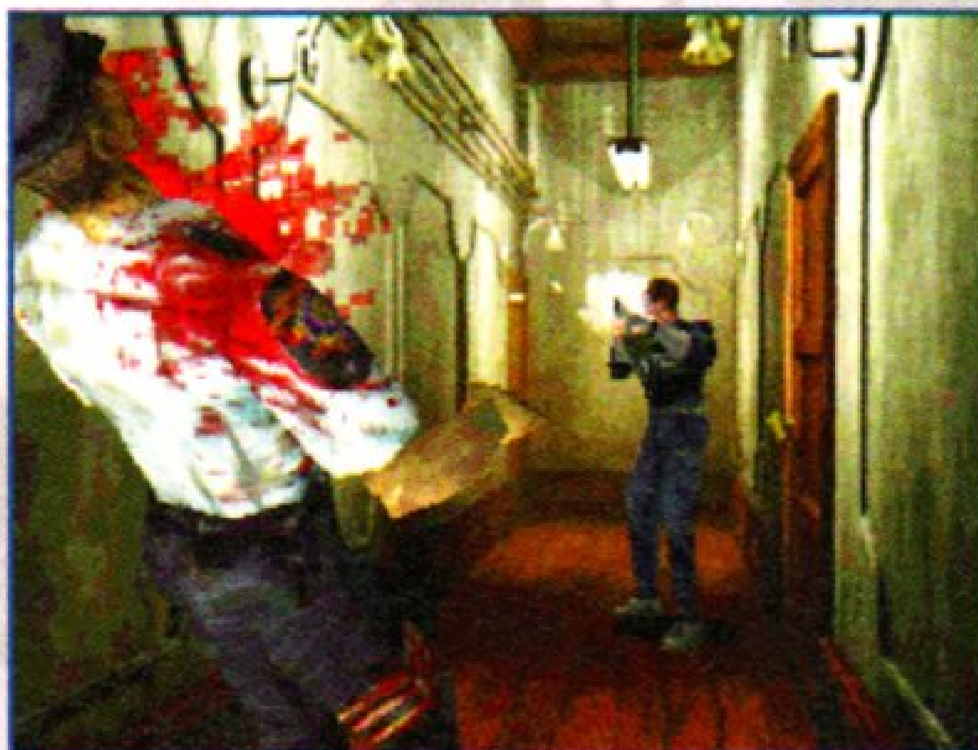
X-Men vs Street Fighter: Capcom is disapointed its 4MB masterpiece was never released over here.



▲ George A Romero will be directing the Resident Evil movie!



▲ Resident Evil 2: No Saturn version folks, but a Dreamcast game looks likely.



▲ Translating Resident Evil to the big screen...



▲ ...will be a mammoth undertaking.





Capcom Generations: Five collections of classic retro games are coming to the Saturn soon!

SSM The Biohazard franchise seems ideally suited to the Dreamcast hardware. Can you let us in on any of your plans for bringing the world of survival horror to the 128-bit generation?
NF On October 6th, Sega will hold its New Challenge Conference: Part 2. Capcom will be there to make a joint announcement with Sega about Biohazard on Dreamcast.

SSM Who from Capcom will be at the Sega New Challenge Conference?
NF Probably, myself, Mr Yoshiki Okamoto (President of Flagship, Managing Director of Capcom's R&D Division) and Mr Shinji Mikami (a Biohazard Producer). There might be more staff present because we will be announcing several titles, not just Biohazard.

SSM What are your thoughts on the non-release of grade A quality titles like X-Men vs Street Fighter and Vampire Savior in the US and Europe?
NF Of course we are very disappointed with this. The problem is that overseas sales companies were really opposed to the use of the 4MB RAM cart because of the additional expense involved. The European and American markets are very hard, so they didn't want the extra risk. Personally, I think that they should have been able to support these titles, but instead consumers have to pay very expensive import prices instead.

If you're after arcade perfect conversions then Capcom Generations will be the answer to your prayers!

SSM Dreamcast will appear in an arcade form as the Naomi board. Since Capcom supported the PlayStation System 11 and 12 hardware, are you at all tempted to switch to the far greater 3D power of the new Sega machine?
NF We will make an official announcement about this at the JAMMA Show in Mid-September, but I think that we will eventually stop using the PlayStation board for arcade games sometime soon. We've pretty much pushed that hardware as far as we can.



SSM You didn't port any of your PlayStation board games to the Saturn. Does this mean that Naomi board games will all become Dreamcast exclusive games?
NF It would be very difficult to convert Naomi games to the PlayStation. However, we'll be able to port all our PlayStation board games to the Dreamcast.

SSM Will you improve your PlayStation board games to make more use of the Dreamcast?
NF No, we won't. We won't alter the game to make it look better on the Dreamcast hardware. However, if we have a PlayStation board game that we can't port to the PlayStation then it will only be ported to the Dreamcast. We won't let the quality of games suffer.

SSM Are there any plans to convert your CP-System III titles to the home market?
NF As far as Dreamcast conversions go, we will make an announcement about that at the New Challenge Conference in October, but it's not possible to port them to the PlayStation. Even CP-System II titles have been very difficult to do. Even Street Fighter Zero was pushing the PlayStation to its limits.

SSM Apart from WarZard and Street Fighter III, do you have plans to release any more titles for your CP-System III board?
NF Yes, there's a title called Jojo's Adventure. That's going to be a fighting game based on a Manga story which we plan to release in December. We'll show some video footage of it at the JAMMA Show.

SSM Why has it taken so long for a new CP-System III game to appear in arcades?
NF It's similar to the problem that Sony has with the PlayStation and PlayStation 2. We have so many CP-System II boards out there, that it's difficult for us to introduce a new board into the market place. Many arcades don't have a CP-System III board at all, but they still have their CP-System II boards, so we can't give up on it just yet.

SSM Would you prefer everyone to change over to CP-System III?
NF Not really. We're thinking of giving up on the CP-System III. To be honest, it wasn't very good. Many companies didn't like it because it had a lot of hardware faults.

SSM Will you only use other manufacturers boards from now on or will you create a CP-System IV?

NF A CP-System IV board does exist, but we haven't decided whether or not to market it yet.

SSM Can you say when we might see the first real 3D Street Fighter game from Capcom?

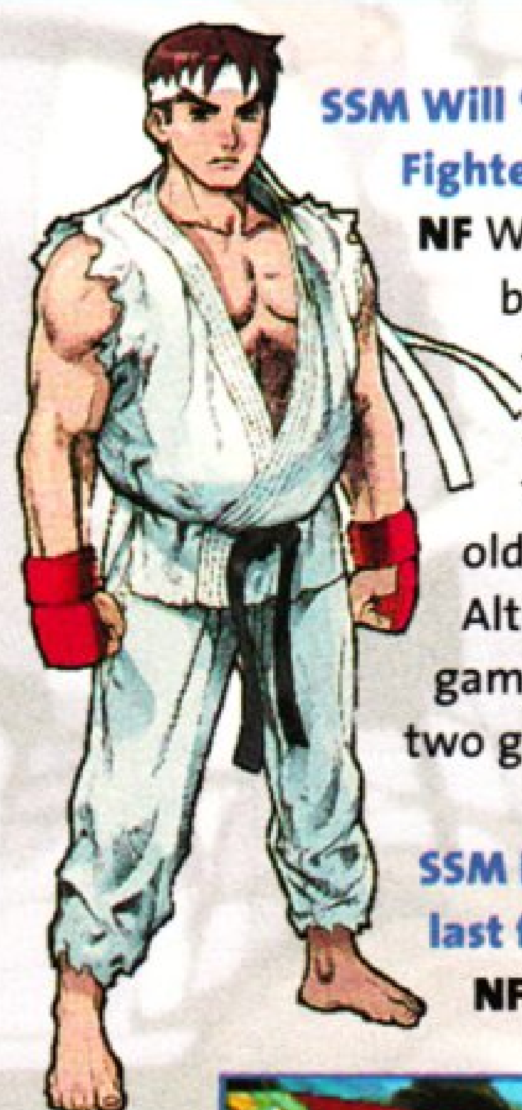
NF The year 2000 (laughs)!. We have an in-house joke where we say that it'll be called Street Fighter 2000. From a creative point of view our designers are always asking why they have to create a 3D Street Fighter game. They originally wanted to create a new world of characters, like Star Gladiator. That's what they all strongly felt and they didn't want to think simply about the sales aspects. However, none of our new 3D characters have been very successful. so they're slowly coming round to the idea that it would actually be okay to create a 3D Street Fighter.

SSM Will Arika continue to make all the 3D versions of the Street Fighter series?

NF No, they won't be. The last 3D game they developed for us was Street Fighter EX2.

SSM What are your plans for the Street Fighter III series?

NF In spring of next year, we are planning to release Street Fighter III: 3rd Impact. At the moment there are too many fighting games in the arcade, so we can't release a sequel any faster than one every six months. We've only just released Street Fighter Zero 3, so we don't really want to launch anything just yet.



SSM Will 'Impact' become the official sub-name for the Street Fighter III series?

NF We want to make Street Fighter III: 3rd Impact the very best version of this series and possibly the last. After that, we will think about a new Street Fighter series. Street Fighter Zero 3 will also probably be the last in that series as well. SF III: 3rd Impact will keep all the old characters, but we'll add some new ones as well. Although it'll be a major change over the 2nd Impact game system, it won't be a major departure from the first two games in the series.

SSM Has the arcade market become more difficult over the last few years? If so, why?

NF It's reduced considerably. The main reason is that there >>





Capcom's CP-System II hardware board has provided the company with many great coin-op-to-console conversions.

>> aren't any games that consumers really want to play any more. This includes all genres and doesn't just affect Capcom. Also, cabinet prices are very expensive. In order to cover our costs. we have to take in a lot of money.

SSM Do you think that at some point, Capcom will become a software only company?
NF That's a very sensitive area. It's possible that we might, but I can't say anything at the moment.

SSM Do you think if home consoles become too powerful, the arcade business may end?
NF No, that's not the reason. The problem is that the 'Game Era' has gone. The days when people really loved playing computer games has ended. Nowadays, there are many other forms of entertainment and computer games are just one of them. This is mainly because of Sony. Because of the widespread PlayStation market, the way people think about games has changed. Sony has created a new era of light users who consider games to be just an everyday form of general entertainment - nothing special. This is both a good thing and a bad thing. Its games are based more around visuals than on actual gameplay. The kind of games that we used to see from Nintendo have gone. These are the games that children used to play, but now they don't.



Megaman has made the leap from console-to-coin-op, so what of Capcom's other classic characters?

SSM The majority of Capcom's output remains 2D in nature while the big technical advances seem solely restricted to 3D titles - will this trend affect the type of games that Capcom produces?
NF Yes. We will tend to make more 3D games, but we'll still continue to produce 2D games as well.

SSM Capcom's history is rich with diversity in all genres - platform, shooting and puzzle titles particularly - and yet in recent years you've concentrated more on fighting games. What was the thinking behind this strategy?
NF We don't think that we've really concentrated that much on fighting games. If you only look at arcade titles then there are a lot of beat 'em ups, but Capcom as a whole, including consumer software as well, has produced a wide variety of games.

SSM Capcom Generations is eagerly awaited by your most loyal fans. How did you choose which titles to put in each pack?
NF We consider Capcom Generations a kind of special service to our fans. In other words, the games included in this collection have been selected from our major titles taken right across our gaming history. We'd like consumers to buy them to make a library of our titles.



Ghouls & Ghosts: An arcade classic, but you'll never see a 128-bit version.



SSM If Generations is a success, would you extend the series with new titles?
NF It's possible that we might extend it a little more, but we won't add a lot of new titles.

SSM Ghouls & Ghosts remains one of Capcom's most beloved franchises. What plans are afoot to return Sir Arthur to home or arcade screens?
NF We'll never produce another Ghouls & Ghosts game. Although we really do want to another kind of one player game like this, we won't use the Ghouls & Ghosts characters. We have to protect the image of this game which we established, so we can't easily change and update. As it is, it's just a little too old fashioned, so we won't ever do another sequel.

SSM Can you tell which genres Capcom is considering developing games for?
NF We're considering all sorts of genres at the moment. For example, puzzle games, shooting games, a gun game and new types of fighting games are all in the pipeline. We're also looking into networked games as well. We're going at a slow pace, but we'll probably be able to show some of these games next year.

SSM Is there any chance that more Capcom console titles will reach arcades? So far, we've seen Rockman move from console-to-coin-op. Are there any plans to convert, say, the Biohazard franchise to the arcades?
NF It's certainly possible that we'll make more consumer games into arcade games. As for Biohazard, we'd love to do an arcade game, but no matter how you do it, that kind of shooting game is always going to end up as a gun game. If we do that then that unique Biohazard atmosphere is going to be lost. I think that after we've progressed the consumer series a little more, it'll be okay to do this kind of game. At the moment it's still too early. We want to protect the worldwide image of Biohazard. It's a survival horror game, not a gun shooting game. We wouldn't want it to become another House of the Dead.

SSM What other possibilities are there for the Biohazard franchise?
NF We'd like to do a network game. but it's going to be difficult having a large number of people all playing at the same time.

SSM Is it possible to do a networked arcade game in Japan at the moment?
NF If it's just inside one game centre then yes, it is possible. At the moment we're making a game similar to Sega's Spikeout, except we can have up to eight people playing at the same time. If this project is successful, we could use this know-how to make a networked Biohazard game as well.



SSM With the Dreamcast's built-in modem, do you think that network games in Japan will become a feasible proposition?
NF It's still a little too expensive for consumers because the telephone costs are too high. If these come down then it could become possible. If that happens, we would certainly like to have a go at producing network game.

SSM What's the status of the Biohazard movie?
NF George A Romero has agreed to become the director of the Biohazard movie and he'll be coming down to visit us next week in order to discuss the script. He may even visit our Biohazard Nightmare attraction at the Expo Park.

SSM Considering the problems with the Street Fighter Movie, what are your biggest concerns over a Biohazard movie?
NF Up to now it's just been a game with polygon zombies, but if you go to the Biohazard Nightmare attraction at the Expo Park, you'll know that when you meet the real thing it's very scary. We have to be careful how we represent the zombies in the movie.



SSM Will Mr Romero be given a lot of freedom as a director or will Capcom strictly control how the movie looks?
NF To a certain degree we'll have to supervise the movie, especially in relation to the scenario. If we don't check it then there'll be all sorts of problems. The first time we saw the script they had the zombies talking. Luckily, George said that zombies don't talk so they thankfully cut that out.

SSM Do you want it to be a real horror movie or just a toned down scary action movie?
NF I expect that next week that concept will be discussed. I think that it would be best for us to avoid pressing for a certain type of movie. We want it be recognised worldwide as a good movie in its own right, so I think it would be better to have a different kind of viewpoint for the Biohazard movie. We would really like to see George A Romero's vision of Biohazard!

SSM What aspirations does a company that has achieved so much, have for the future?
NF Switching to Dreamcast development will be our biggest challenge. Up to now, we've never been able to do what we really wanted to do because there's always been some kind of hardware limitation whether it was the CPU or the graphics chips. Both for the SFC and PlayStation we pushed the hardware to it's limit but the Dreamcast is too powerful we'll never we able to do that. Even if Sony releases the PlayStation 2 and it's more powerful than the Dreamcast it won't make any difference. The average player won't notice. The Sega Saturn was a failure outside Japan because the PlayStation was too good but that will now become a problem for Sony's PlayStation 2.

SSM What are your hopes for Dreamcast and the future of Capcom games?
NF I want European developers to take a strong interest in the Dreamcast and create some great games. Capcom will also do its part in supporting players in Europe as well with our fighting and zombie games. The English in particular have a strong sense of humour don't they? Capcom is thinking of doing a comedy game as well. It's our policy to appeal to a younger audience to build up the kids' view that playing games is fun!

With Dreamcast, Capcom intends to produce even more exciting titles!



Capcom recently opened up its very own Biohazard amusement expo. Players wander round, shooting zombies. Cool!



▲ Star Gladiator 2: Used the PlayStation arcade hardware.





▲ Capcom's decision to use Sega's Naomi board could have lasting repercussions for the coin-op industry.

PEN PEN TRIICE







▲ Pen Pen TriIcelon: Developed by General Entertainment – they're a wacky bunch y'know!

LON

One of the first Japanese companies to reveal Dreamcast development details, General Entertainment is readying a wacky racing title for the machine's launch. WARREN HARROD talks exclusively to the team behind this outrageous offering.

Responsible for the Godzilla VMS and currently working on the amazing Godzilla Generations for Dreamcast, General Entertainment is set to become one of Sega's key third party developers in Japan. The company's previous titles, such as TIZ (Tokyo Insect Zoo) and its Game-Ware collections, never made it to Europe, but this is all set to change with its latest Dreamcast offering.

Pen Pen TriIcelon is being created by an elite development team within General Entertainment known as, LAND HO! Their staff list reads like a who's who of the Sega gaming world with every designer, programmer or planner an experienced developer. Past titles they've produced include the unsurpassed Sega Rally, Panzer Dragoon and NiGHTS. Pen Pen TriIcelon is their new work-in-progress that utilises the Dreamcast's power to go beyond stereo-typical racing games. Beneath Pen Pen's comical characters and hilarious courses is a rock-solid racer, packed with many original ideas and innovative gameplay that's sure to make it a hit title!

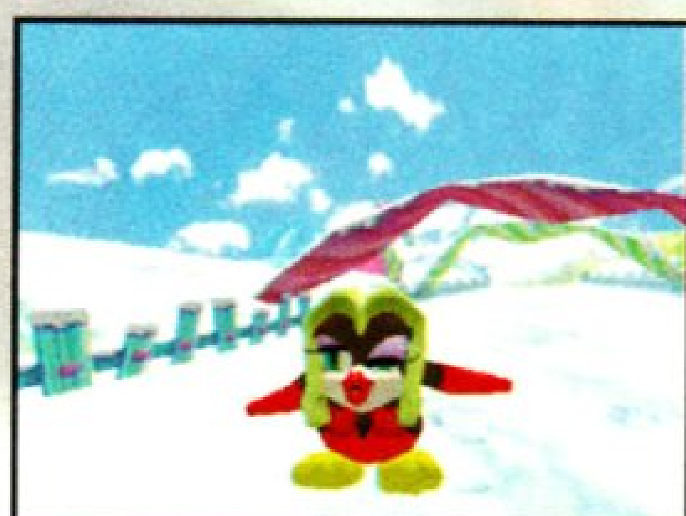
IT'S 'TOON TIME!

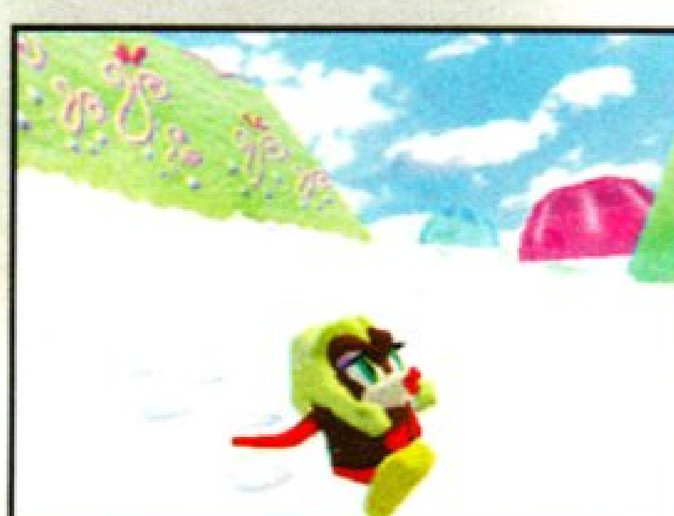
Far, far away beyond the milky way, is small world called Iced Planet. It was here that the strange alien race of Pen Pen were first discovered. The Pen Pen pretty much inhabit most of the planet's surface and, just like the humble Penguin, they tend to do a lot of running, sliding and swimming. However, these >>





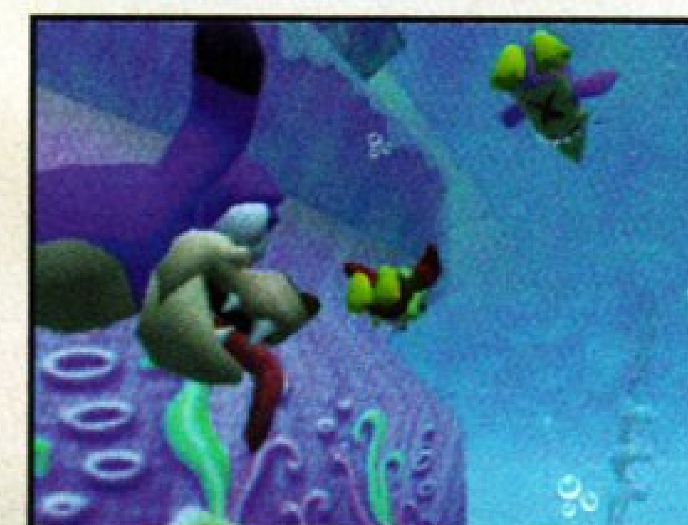
▲ Pen Pen Trilcelon is General Entertainment's second Dreamcast title, the first being the city-stomping Godzilla Generations.

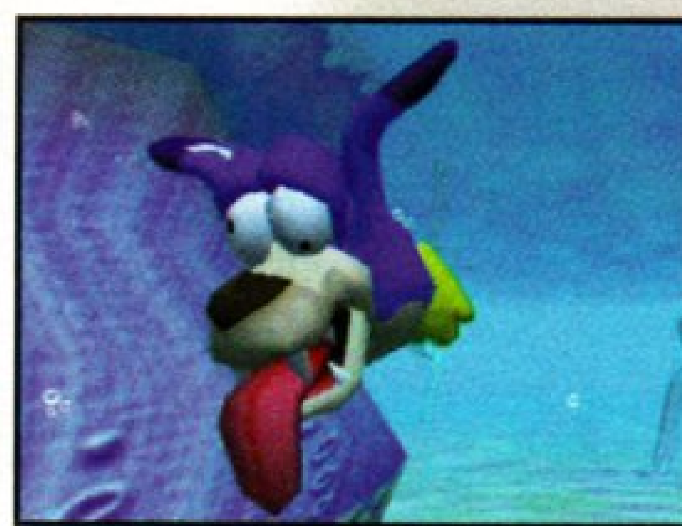




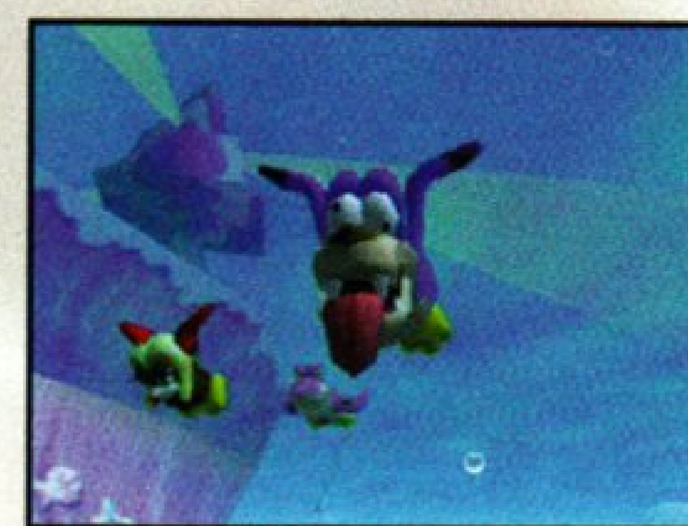
▲ Hey, it's the obligatory ice level! Every game should have one...







▲ Mr Bow goes for a dip...



▲ ...to speed past his pals!



▲ GE is confident that Pen Pen's characters will have plenty of appeal.

>>



▲ Oh-oh. Remember that tongue-licking scene in Dumb and Dumber?

strange creatures appear unable to fly. It's believed that they do in fact have their own language, but if so it's totally incomprehensible to humans. Since the closest animal on Earth that they resemble is the Penguin they were first given the name Pen Pen. It was later discovered that they come in a variety of different shapes and sizes, which is why they all have different names. Six types have been discovered so far, but it's expected that there are still many types yet to be found. From our studies of the Pen Pen, it's now obvious that these strange creatures hate to lose - no matter what they do. That includes racing as well!

SIZE DOES MATTER!
Just by looking at the game's characters, it's obvious that Back, Jaw and Ballery are much bigger than Sparky, Tina, Sneak and Mr Bow. They are in fact 50% larger and the Pen Pens' abilities vary accordingly. Large Pen Pen aren't too good at cornering and trying to make small, tight turns is too difficult for them. However, being large means that they are strong as well and when they hit other Pen Pen, they can inflict a lot of damage.









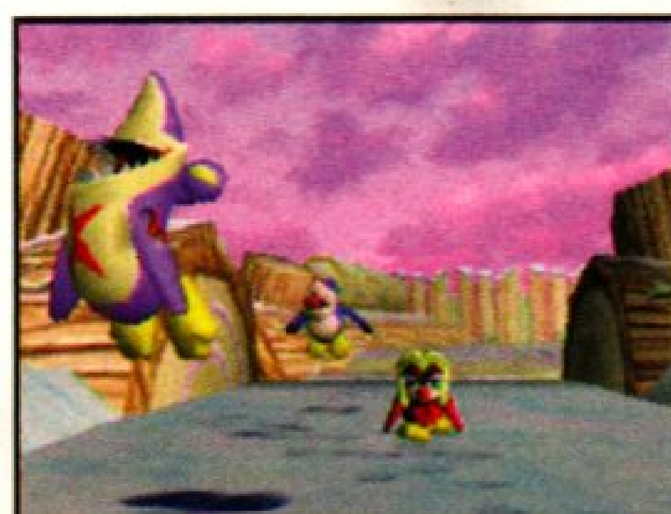


▲ Check those transparent jellies in the background. That's Dreamcast for ya!



▲ Here she is... the first legitimate picture of Gary's girlfriend. Hmmm... not bad.

Unfortunately, their lack of manoeuvrability means that it's tricky for them to get a direct hit, so they have to make use of their size to do a lot of sneaky blocking as well.
Small Pen Pen, on the other hand, are both nimble and agile. They can take corners well and do a lot of precise manoeuvres. This enables them to avoid being hit by the bigger Pen Pen which proves vital because they are much weaker and suffer injury easily. While they can't inflict much damage themselves, they are very accurate with their attacks and often make surprise, lightning-fast strikes. In other words, if you want to win races by smashing up your opponents and getting in everyone's way then pick a large Pen Pen. However, if you want to master your racing techniques and win by skill alone, choose a small Pen Pen.





▲ Pen Pen Trilcelon should be a cracking Dreamcast launch title.

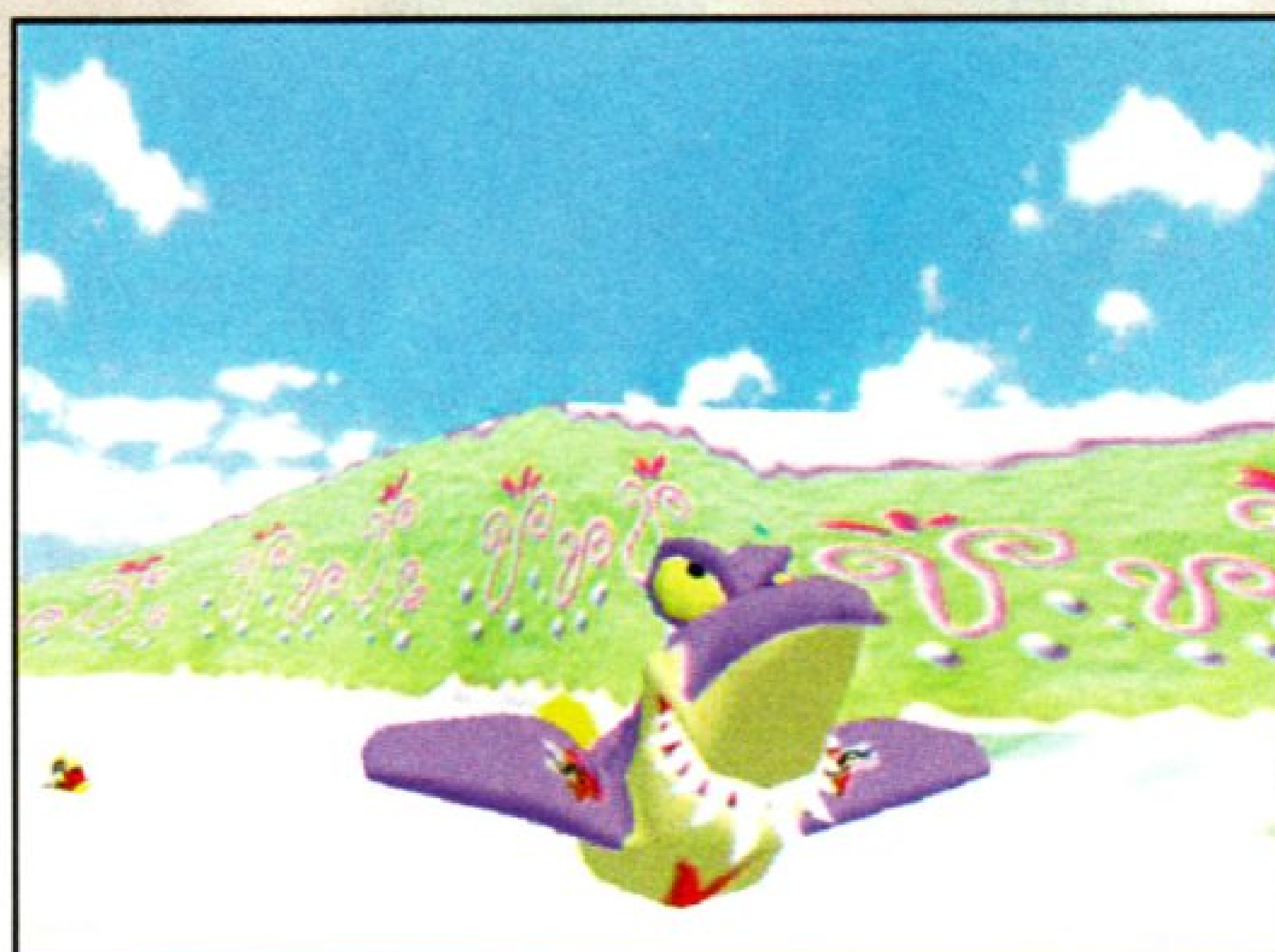


▲ The game's 3D models are colourfully texture-mapped and detailed.

ICE TO SEE YOU!
In a world of snow, ice and water it's not surprising to learn that the Pen Pen have mastered the arts of running, sliding and swimming. However, not all Pen Pen are experts at everything. Each Pen Pen specialises in a certain field and they'll almost always be the best when it comes to racing under certain conditions. However, that's not to say that they will always be



▲ Will Tina's lips help her win races? Only if the judges are blind!

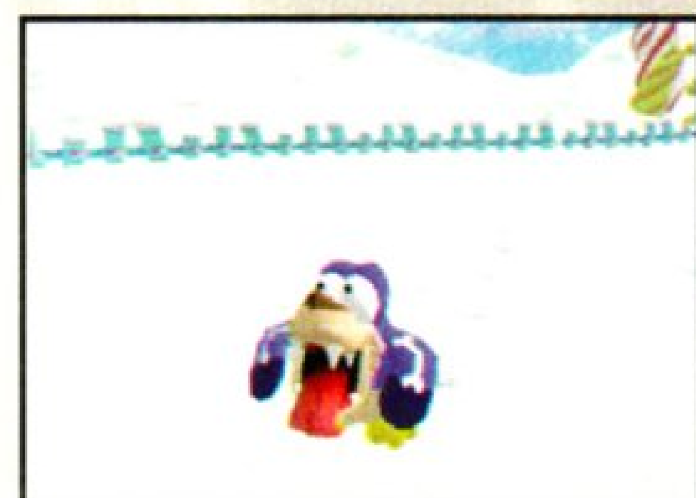




▲ Ballery: We know it's hard to believe, but this Pen Pen is actually a girl!







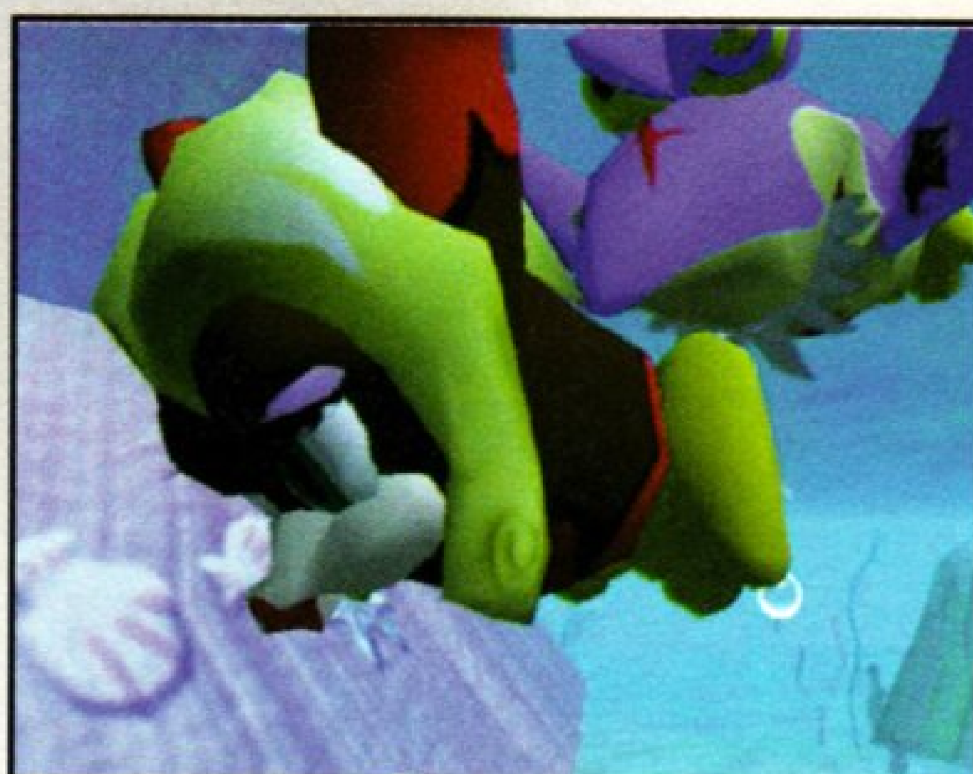








▲ We can't wait to play this cool Dreamcast racer!

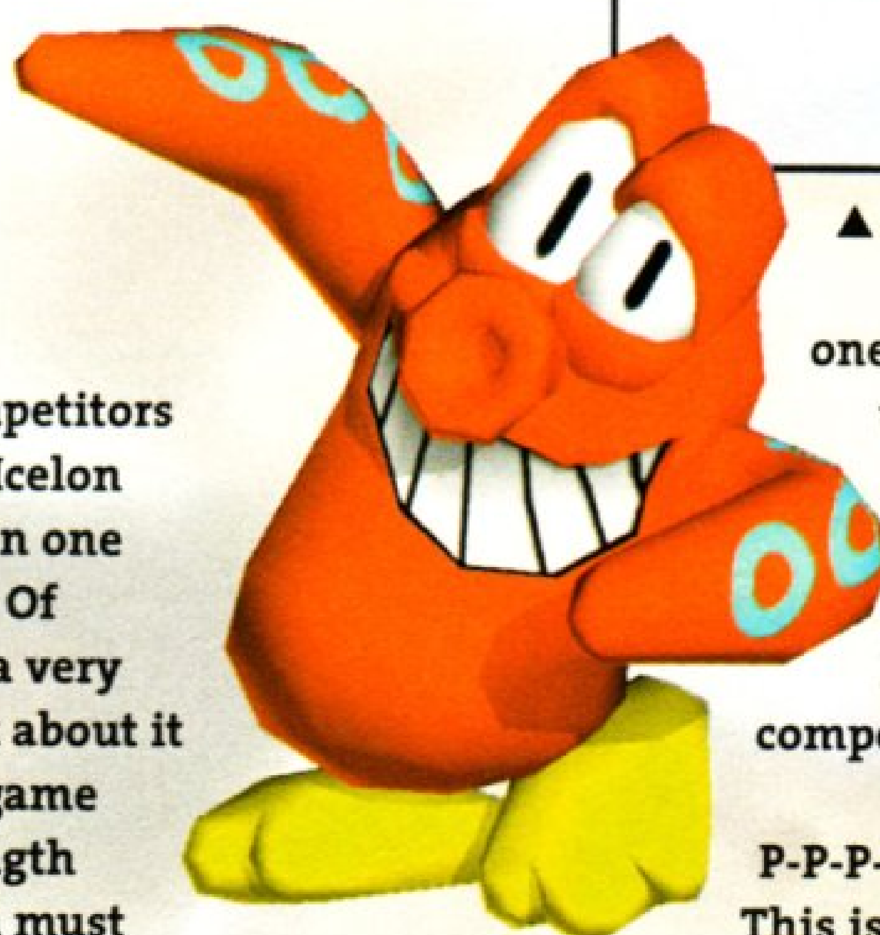


▲ These underwater scenes look incredible.



▲ We think Sparky's a cute little fella. Waddya reckon?

>> the fastest. There are still more essential gameplay elements to be revealed which will add even more excitement to the race!



LET THE GAMES COMMENCE!
Just like real life Triathlons, where competitors run, cycle and race, so the Pen Pen's TriIcelon involves three separate sporting styles in one game: running, sliding and swimming. Of course, it goes without saying, that it's a very severe race, but the Pen Pen don't think about it to that depth. Each course stage in the game has a start and a goal and during its length there are three areas where the Pen Pen must either run, slide or swim. No matter how good a Pen Pen is at one of these styles, they'll never win consistently unless they can perform well in all of them. Naturally, each Pen Pen has it's own specialist field which will enable them to gain the edge in one of these areas, but at the same time the other Pen Pen will excel in their own areas, adding a real competitive edge to the game.

P-P-P-PICK-UP A PEN PEN!
This is only the tip of the iceberg (so to speak) as far as our Pen Pen TriIcelon coverage goes. We'll be bringing you



▲ With the power of the Dreamcast, character details, such as Sparky's back logo, are possible.



▲ Pen Pen's many stages are all huge yet superbly texture-mapped



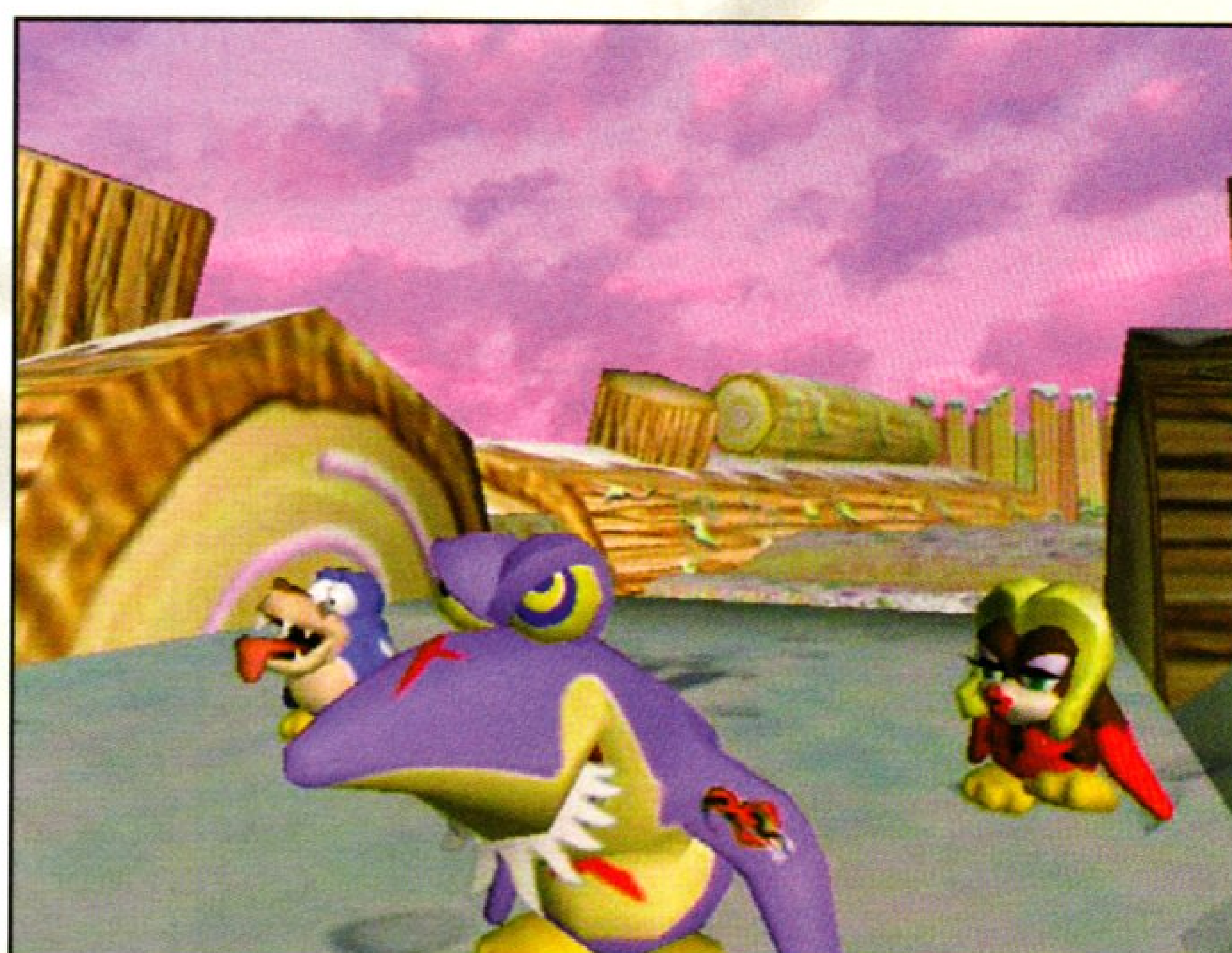






▲ Let's hope Pen Pen is a fantastic multi-player experience!







▲ Sneak lives up to his name and rockets past his Pen Pen opponents!

even more coverage of General Entertainment's sporting star next issue, with more screenshots, tantalising game details and even an exclusive interview with the team behind this forthcoming Dreamcast delight. Next month, GE will also announce details regarding Pen Pen's amazing courses, including the types of stages available and special features to be found in each one!



▲ Jaw is one tough Pen Pen and often takes his anger out on opponents.

MEET YOUR PEN PEN PALS!

General Entertainment has revealed the first details on Pen Pen's playable characters, each of which has their own unique racing characteristics. Selecting the right Pen Pen for the right course is an essential part of the game!

SPARKY



Sparky is an active and happy-go-lucky Pen Pen, although he can also be a little childish at times. Basically, he's a bit of speed king. However, he always likes to give his best performance when racing.

TINA



Sparky's ideal rival is a very rich and sexy Pen Pen indeed. She's also a bit of a snob and very proud of herself. It goes without saying that Tina likes to dress up and make herself look as good as possible.

BALLERY



Ballery likes to pretend she's a cutie, sweet girl and is easily excited by the slightest thing. However, she's actually a real jealous Pen Pen and likes to meddle in the affairs of others.

BACK



A very laid back guy who likes to take things nice and easy. Not surprisingly, Back is extremely strong and when he gets angry (which isn't very often) he can be very frightening!

MR BOW



With no regard for his safety, this reckless Pen Pen tends to leap before he looks. Bordering on stupidity, the foolhardy Mr Bow will always dive straight into things with reckless abandon.

JAW


Jaw is a bit of a wild rascal and an all-round bad fellow. When this Pen Pen gets angry (and he get's angry real quickly), he tends to get a little rough... if you know what we mean!





▲ If you think these Pen Pen screenshots look cool, just wait until you see the game running!





Drones

Brace yourselves. In little over a year's time, you'll be playing the Dreamcast version of Drones in the comfort of your own front rooms. LEE NUTTER gets the digital details.

Sources within Sega have remained tight-lipped with regard to the Dreamcast, yet outspoken third party developers are giving our readers the inside line on this wondrous 128-bit console. This month, SEGA SATURN MAGAZINE has managed to secure an exclusive interview with one such developer, European-based NIGMA Software, currently working on an incredible new arcade fighting game, with PC and Dreamcast versions to follow. Game Designer, Producer, Project Manager and all-round top bloke, Alex Lemedy, speaks candidly with SSM about the spectacular Drones!



SSM What projects has NIGMA been previously involved with?
AL No game projects. However, we've been (separately) involved in many aspects of the videogame industry (development, press, design, marketing) Drones is actually our first full size videogame.

SSM How many staff are working on the Drones project?
AL At present we have Giovanni Caturanno, Carmine Della Sala, Lorenzo Canzanella and myself, Alex Lemedy. We also have additional collaboration from Adriano Avecone and Stefano Chiabrera. Eleven people will be working on Drones during full time development.

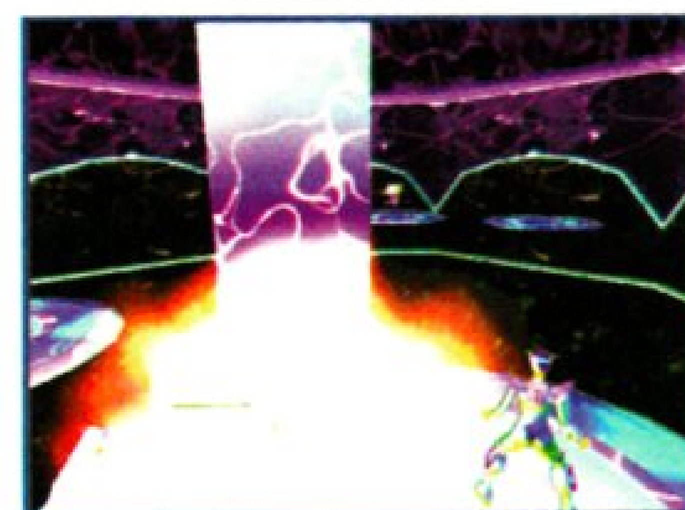
SSM When did work on the Drones project begin?
AL I began the design of Drones in 1984! But NIGMA developers started working on it in November 1997. All we have done at this time is the result of spare time work and is the equivalent of two months full time development.

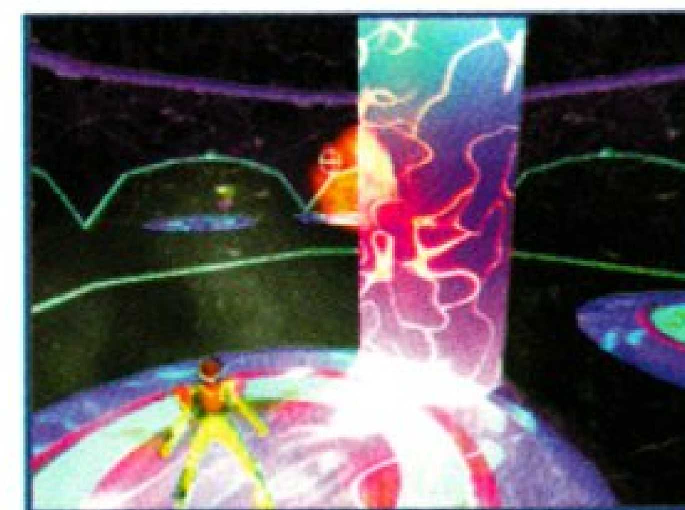
SSM Is the Disney computer generated movie, Tron, the inspiration behind the Drones game?
AL Yes. Drones is based on the 1983 arcade classic game Discs of Tron from Bally/Midway. It's not a copy though. I just took the gameplay basics, extended them in a great way and added tons of new features. However, we do intend to keep the ambience of the Tron movie - electric neon glowing style.



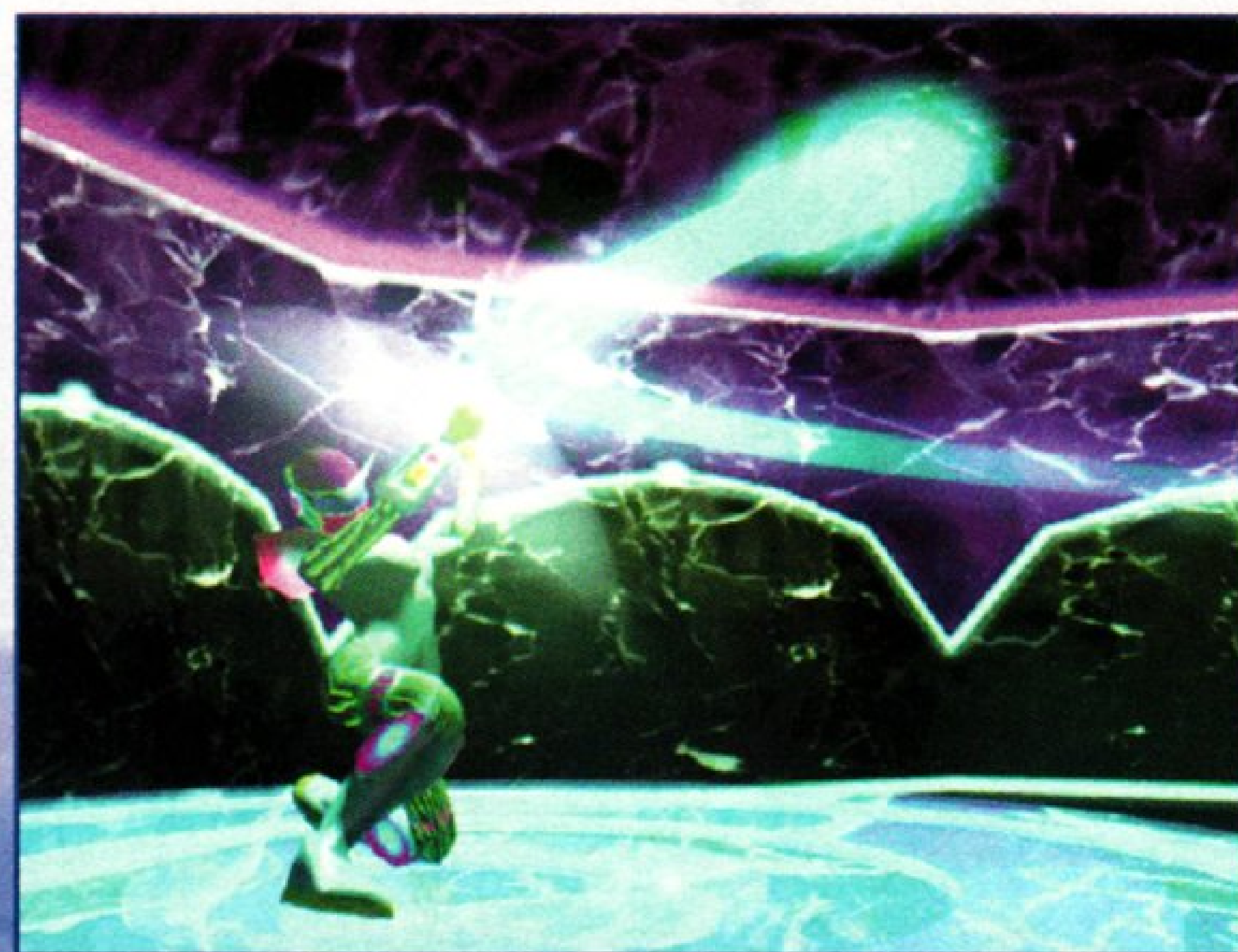
SSM What are your basic aims with Drones?
AL The main aim is to bring people a new kind of gameplay, radically different from standard games. We hope to achieve this without having to sacrifice the technical and visual parts which will be unique too. Drones features technical stuff never seen before in videogames, whatever the platform.
In addition to including, developing and enhancing the awesome gameplay seen in Discs of Tron, I wanted to be true to the Tron movie look - electric neon glows and light rails.
For these effects, NIGMA programmers created an incredible proprietary 3D engine with never seen before features. Players will be treated to an impressive visual show, especially the lighting. Even in today's stage of development, our 3D engine is more powerful than that of the PC Unreal [all but confirmed for Dreamcast - LEE] and includes many features that the Unreal engine doesn't have.

SSM So how does Drones compare with say, Tekken or VF3?
AL It's just not the same kind of game. Drones is a futuristic sport >>











Believe it or not, every single image on these pages came from the real-time arcade version of Drones.

which people play for the title of World Champion. In the near future, network gaming becomes predominant and at the same time, development of new user interfaces reaches the ultimate point for maximum reactivity and game immersion. This new interface doesn't involve any surgical intervention, but rather a mundane helmet with micro sensors, sensitive to the human brain's alpha waves. Thus allowing the player to control the game by thought alone, bypassing the delay caused by the use of hands, feet and fingers. In this way, people are connected to the Drones network where they are represented by their virtual avatars - the Drones. They are then pitted against other peoples' and AI controlled Drones. It then becomes a mix of tennis and combat games, where people fight each other with thrown weapons.

NIGMA has assured SSM that the Dreamcast version of Drones will look this good.

SSM Snooker cues, broken beer bottles, handbags?

AL No, rather stuff like frisbees, energy bolts, darts and shurikens. The game will of course feature many weapons, shields, tools, special moves and a lot of characters. When I say a lot of characters, I really mean it, because this will be one of Drones' many unique and original features. To summarise it quickly, the computer AI will keep track of and record the way people play and draws a 'robot portrait' of them (including their personal manners, behaviours, special way of attack, preferred weapons and defence). Therefore players will have the option to allow the computer to use this 'image of themselves' as an opponent. Thus offering, for the first time in videogames' history, the opportunity to play against 'yourself' or against your friends or any people's images. That's also why the game itself is called Drones. Today games like Quake have their longevity extended by the ability to add their own custom maps and levels. With this feature, Drones will prove a new unlimited database of characters as well, in addition to all new levels (maps/arenas). There's also a strategic aspect induced by thrown weapons. For instance, players have the choice of either shooting directly at their opponents, or using wall to hits an enemy with ricochets, just like in a pool game! It's also possible to use the environment to defeat your enemy, by destroying the ceiling above an opponent's head, burying them under debris.



SSM How does one of these 'arenas' differ from the next?

AL Levels differ by the following features - geometry (arena architecture and lighting), the objects that populate that environment, the number of platforms (the circular objects on which players stand) which defines the mobility of the players, booby traps, number and nature of weapons, shields and bonuses found in the area, presence of a 'big boss', the number of human/CPU enemies and many other such features.



SSM Can you tell our readers a little about the arcade hardware used for Drones?

AL Initially our goal was to manufacture our own custom arcade hardware cabinets powered by DEC Alpha hardware (Alpha CPU, mother board and Open GL card) running a light version of Windows NT. This solution is far more powerful than Model 3, but at this time I'm not allowed to give you details on the exact performance and price. This all depends on many factors, prices of the DEC hardware for example, and Microsoft's conditions for using a light version of Windows NT.

SSM So what prompted NIGMA to start porting Drones over from the arcade version to the Dreamcast?

AL Hardware specifications, and because we believe that Dreamcast will be a huge commercial success too. We are convinced that Dreamcast will prove to be a fantastic gaming machine: good hardware for a great gaming experience. However, only time will tell...

SSM Feedback from third party developers has been very positive with regard to the Dreamcast hardware. What is your feeling about the machine?

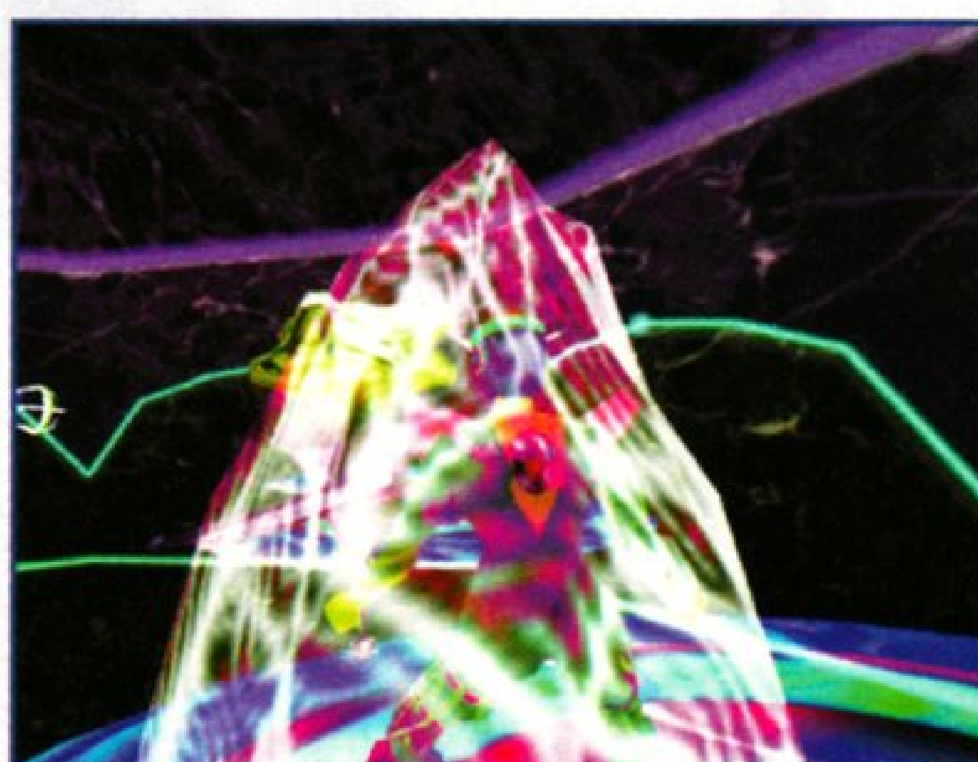
AL Well, the hardware features are quite impressive and with an incredibly low price.... The only relevant thing I can say here is that NEC's Power VR second generation was a really good choice by Sega! This technology works wonders!

SSM How easy is it for you to port Drones over to the Dreamcast?

AL Extremely easy. In fact, the way I had Drones developed from the beginning is for adaptability. Adaptability to hardware and/or operating system. My idea is not a new or brilliant one, I simply used the Formula One cars principle: supply my programmers with a very high-

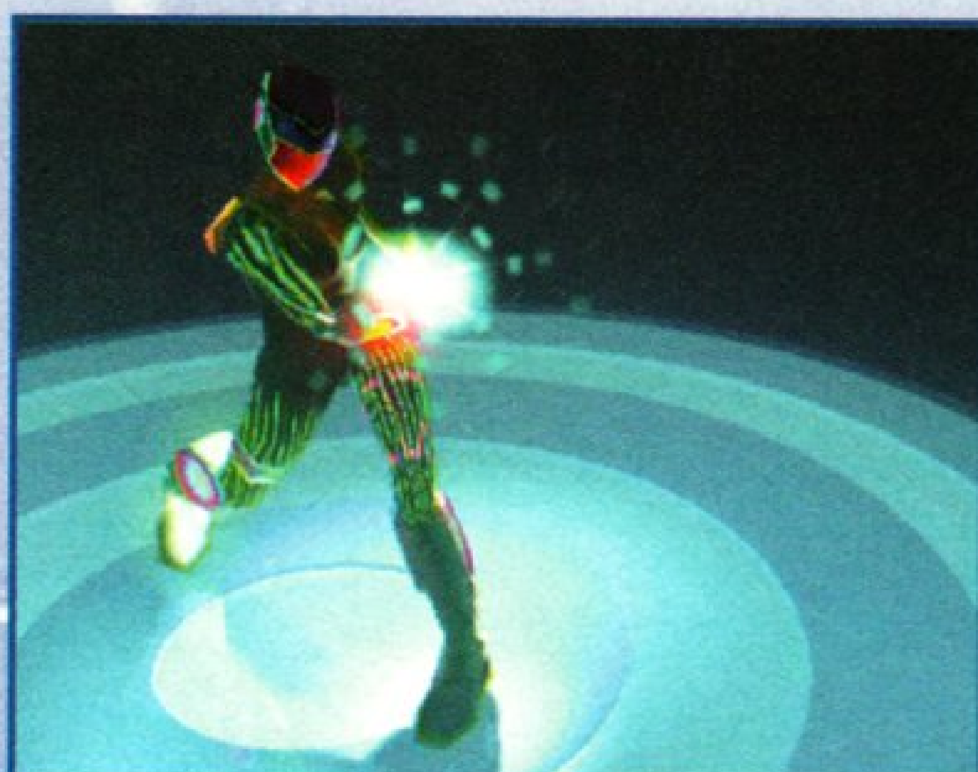
Check out the quality of these screenshots. Dreamcast can do this!

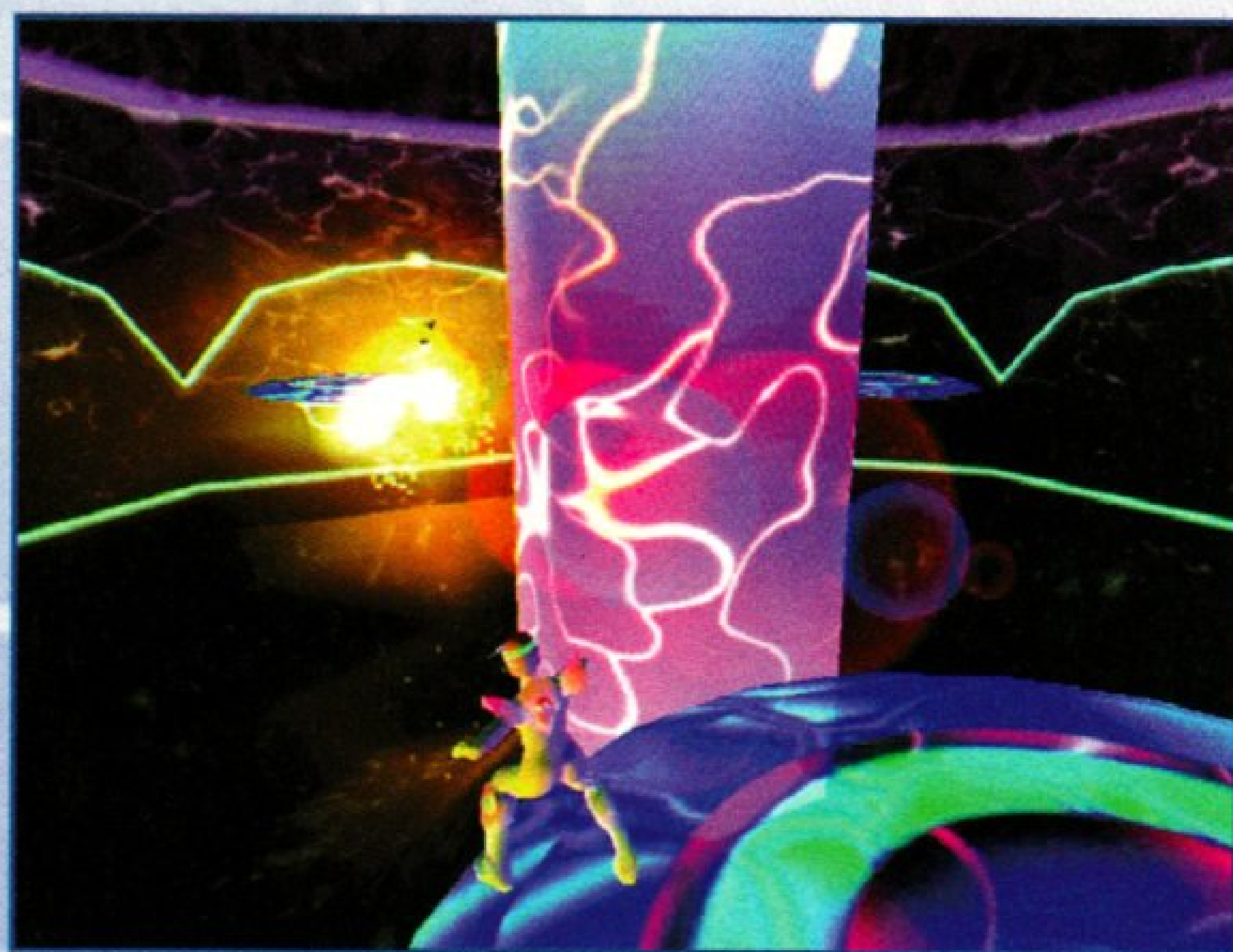
The incredible 3D engine allows the programmers to create some astonishing special effects.











end platform to develop the game on, thus allowing them to try and test new ideas and concepts. And once they have them working, they can analyse how what they created works and find the way to port it to a different environment, hardware or software. Thanks to that, and most importantly NIGMA's programming talent, Drones will take advantage of all the platforms it will be ported to.

SSM So will the Dreamcast version look as spectacular as the arcade version of Drones?

AL The arcade version will be the most spectacular one (as it takes advantage of all and any hardware features). But the Dreamcast specs promise an astounding Drones conversion for sure.

SSM Are you planning to incorporate the VMS device somehow?

AL Yes, of course. Characters will progress in Drones, gaining strength, speed, weapons, shields, tools, special powers and moves. Saving a Drones character is a must for the gameplay.

SSM The four buttoned Dreamcast pad appears unsuitable for beat 'em ups, especially Capcom's. What are your feelings?

AL We're working on this and have already found many ways to adapt Drones' gameplay needs to Dreamcast controllers. I didn't initially like the Dreamcast controllers, but you get used to them surprisingly quickly... In fact we're working on it now, and will decide exactly how Drones will take advantage of the Dreamcast controllers

Those of you with Internet access may want to check out www.nigma.it/drones for regular Drones updates.



INTRODUCING COMPAQ

"Digital Equipment Corporation, now COMPAQ, are our partners in the Drones project and play a crucial role. It's the first time that DEC has supported a videogame project. What makes this outstanding is that their Alpha CPU is the most powerful in the world, and without that, Drones' special features could never have been developed. The Alpha CPU is far more powerful than the Silicon Graphics MIPS series. This is especially interesting when you know that MIPS CPU (in a light custom version) equip the PlayStation and the N64. That means that Drones is far more than a simple new videogame project, but it may sound the entrance of the Alpha technology in future videogame platforms. Furthermore, when you know that Microsoft's Windows OS is about to play a major role in future gaming platforms (with Dreamcast being the first), and that the hardware on which Windows NT runs best is Alpha, and that the first true 64 bit Windows NT will be presented and be functional on Alpha first, you can begin to guess what MAJOR role DEC/COMPAQ's Alpha technology could play in future videogaming platforms..."

Alex Lemedy

in one or two months. It's not been set yet.

SSM How far into development are the arcade, PC and Dreamcast versions of Drones?

AL Very advanced. From a pure technical point of view, Drones could be completed 100% on one platform by Christmas and 80% on another whatever the platform [given the Windows operating system on both arcade, PC and Dreamcast - LEE] Now the release of Drones will depend on marketing issues.

SSM So are we likely to see a Dreamcast version in time for the Japanese launch in November?

AL No.

SSM But what about the European launch next Autumn? How feasible is that?

AL From a pure technical point of view, Drones will be ready well before the European Dreamcast release. But a Drones release, whatever the platform, will depend on our publisher's marketing plans (we're still negotiating with several publishers).

SSM Are you planning to use Dreamcast's networking capabilities for multi-player games over the Internet?

AL Of course. In fact the multi-player game is a fundamental part of Drones. It will be multi-player via LAN/WAN and the Internet (TCP/IP modem-modem connection or through servers). But one of our aims is to allow people playing Drones at home on the Dreamcast to play against people in arcades and on their PC, via the Internet. And TCP/IP is the basic protocol for Drones multi-player mode.

SSM You've hinted in various interviews on the Internet that you're interested in producing a Dreamcast RPG. Is this the case?

AL Yes, we love RPGs. But it's too early to talk about that.

SSM Do you have any other Dreamcast projects in development that we should know about?



AL We have many other Dreamcast projects, but I can't tell you about them just yet.

SSM When are you planning to show off the arcade, PC and (most importantly) the Dreamcast version of Drones?

AL In may happen at ECTS [at London's Olympia this September - LEE], but that will depend on our publisher's marketing policy. On the other hand, I can tell you that Drones will be displayed running on the Alpha arcade hardware at EUREKA (the 25th annual DEC users forum) in Paris on the 17th of September this year.

SSM Finally, how do you rate Sega's chances of global success with the Dreamcast?

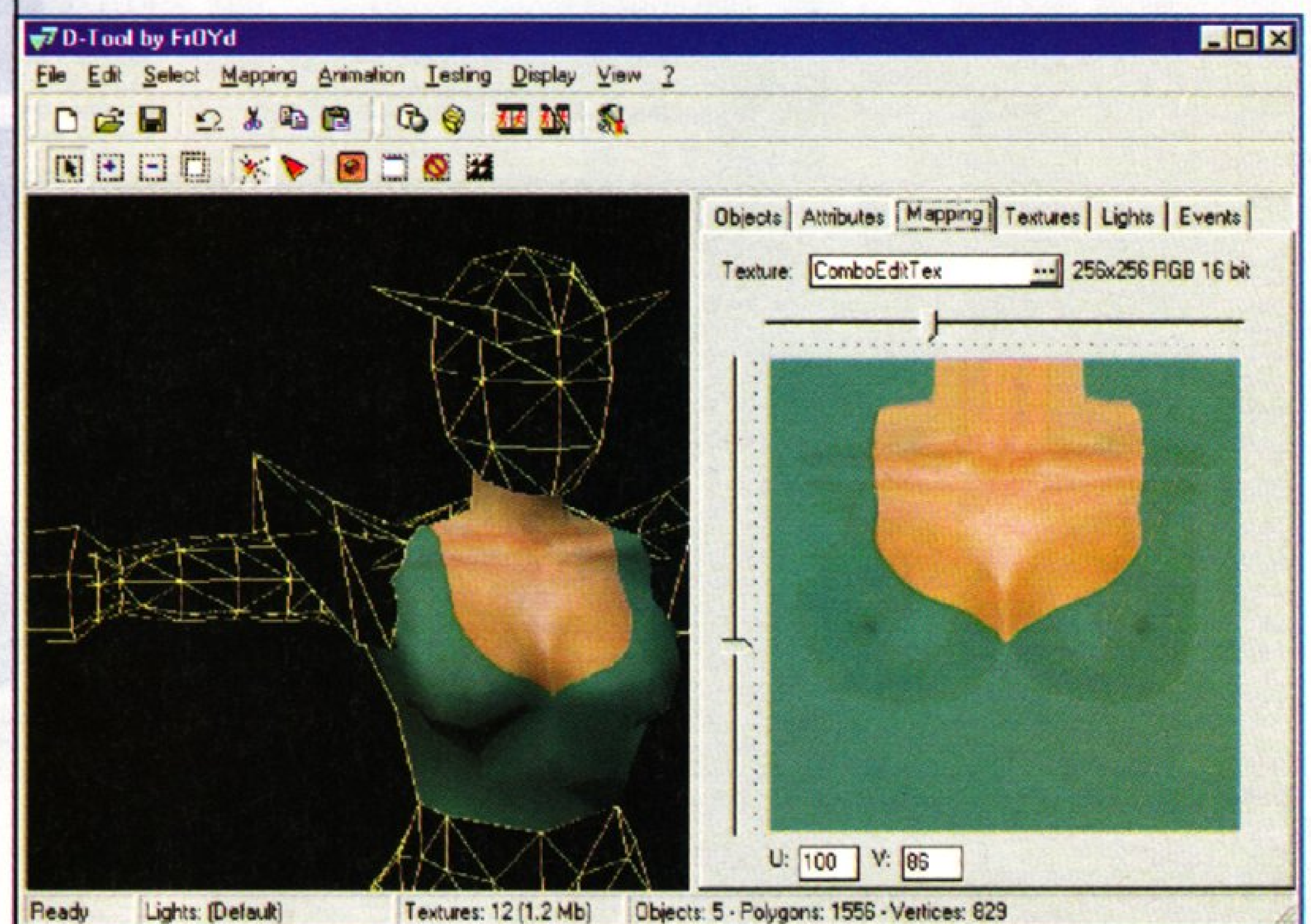
AL Very high. But as always, it is the games that will determine success or failure. Quality AND quantity must be achieved at the launch of the console, then the games must keep on coming, many of them regularly and of a good standard. But knowing what I know, Sega's chances of failure with the Dreamcast are VERY small!

SPECIAL THANKS TO...

"I'd like to say a special thanks to the following people: Bertrand Herbillion, Francoise Meyer, Serge Pintou, Brigitte Ulman at DEC/COMPAQ France. Michel Ursch at Alpha Team. Debora Schampers, Gianni Grazianni, Luigi Marafante, Fabio Lazzerini at DEC/COMPAQ Italy. Alain Behar at Kinetix France and Louis Viau at Cyber Media System, without whom Drones would not be possible."

Alex Lemedy

Texture mapping is used on the Drones to smooth over the rough polygon edges and give them a realistic look.





ISSUE #4 FEB 96
Reviewed: Wing Arms, FIFA '96, Virtual Golf, Johnny Bazookatone, Toshinden, Cyberia, Casper, D, True Pinball, World Cup Golf. Showcases: Vampire Hunter/Street Fighter Alpha, D and all the secret cheats of Sega Rally! Plus Panzer Zwei AND part one of the VF2 Masterclass!



ISSUE #5 MAR 96
Reviewed: X-Men: Children of the Atom, Darius, Baku Baku Animal, NFL Quarterback Club, Hang On '96, Titan Wars. Showcases: Euro '96, Legend of Thor, Street Fighter Alpha, X-Men, Guardian Heroes, Panzer Zwei! Plus: VF2 masterclass and Sega Rally guide!



ISSUE #6 APR 96
Reviewed: WipEout, Magic Carpet, Street Fighter Alpha, Shellshock, Valora Valley Golf, Shining Wisdom, Gex. Showcases: Magic Carpet, Gun Griffon, MK3, Panzer Zwei, DarkStalkers/Vampire Hunter. Plus: VF2 Masterclass part three AND a cool WipEout guide.



ISSUE #7 MAY 96
FREE! REVIEW AND TIPS BOOK! And! NiGHTS revealed! Reviews: Euro '96, Panzer Zwei, Defcon 5, The Horde, Nightwarriors/Vampire Hunter, Revolution X, Alone in the Dark 2. VF2 masterclass: the penultimate edition. WipEout guide part two, plus all the X-Men moves too!



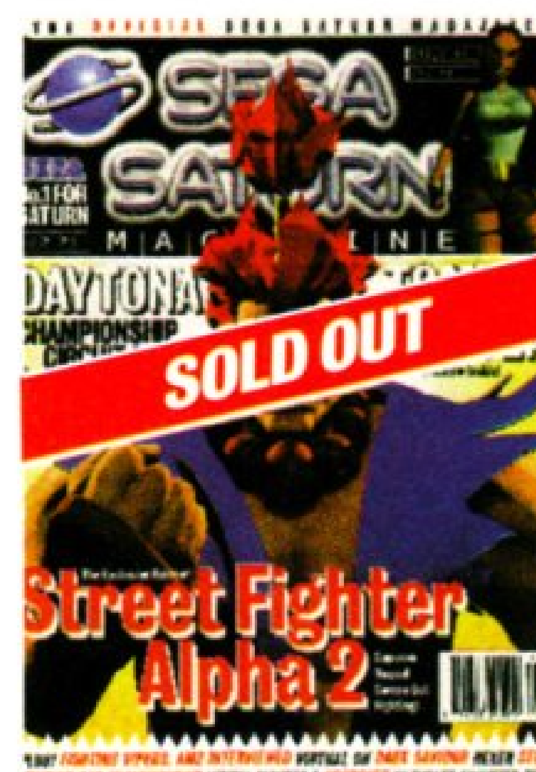
ISSUE #8 JUN 96
Heart of Darkness featured... and it's still not out! Reviewed:Guardian Heroes, Ultimate Mortal Kombat 3, In the Hunt, Discworld, 3D Lemmings. Showcases: Panzer Zwei final, NiGHTS, Guardian Heroes final update. Full detailage on top games still worth buying today!



ISSUE #9 JUL 96
Full E3 report with first Cop 2 coverage! Reviewed: Loaded, Need for Speed, Shockwave Assault, Big Hurt Baseball, Blackfire, WWF, Striker, Virtual Open Tennis, Ghen War. Showcases: Sonic X-Treme (now canned!), VF Kids, Exhumed, Space Hulk and of course NiGHTS!



ISSUE #12 OCT 96
Daytona CCE revealed! Reviewed: WorldWide Soccer '97, Fighting Vipers, Actua Golf, Destruction Derby, Blam! Machinehead, Bubble Bobble Pack, Highway 2000. Also included: Awesome NiGHTS guide that will blow you away. And! The dread arrival of The Master!



ISSUE #13 NOV 96
Amazing Street Fighter Alpha 2 coverage! Reviewed: Street Fighter Alpha 2, World Series Baseball 2, Tomb Raider, Earthworm Jim 2, Impact Racing. Showcases: Vipers part 2 plus programmer interview, Tomb Raider. Plus: tips to get you all the way through Exhumed!



ISSUE #14 DEC 96
World's First Virtua Cop 2 Review! Also reviewed: Daytona CCE, Amok, Street Racer, Hardcore 4x4, Chaos Control, Three Dirty Dwarves, Blazing Dragons, Crimewave, PGA Golf '97. Showcases: Cop 2, Christmas NiGHTS, Daytona CCE. Lobotomy Software interviewed!



ISSUE #15 JAN 97
COVER CD WITH VIRTUAL ON, DAYTONA CCE, WORLDWIDE SOCCER, TOMB RAIDER! Reviewed: Virtual On, Blast Chamber, NHL Hockey '97, Command and Conquer, Sega Ages, Mighty Hits, Tetris Plus, Breakpoint, Krazy Ivan, Tunnel B1, Madden '97, Jewels of the Oracle.



ISSUE #16 FEB 97
Amazing Fighters MegaMix Coverage! 16 pages of small tips – it's all in here! Reviewed: Sonic 3D Blast, NFL Quarterback Club '97, NBA Jam Extreme, Toshinden URA, Tempest 2000, Batman Forever, Bug Too!, Dark Savior. Showcases: Bug Too! Tomb Raider guide part one!



ISSUE #17 MAR 97
Manx TT Exclusively Revealed! Reviewed: Die Hard Arcade, Crusader, Hexen, Die Hard Trilogy, Grid Run, Andretti Racing, Tilt, Soviet Strike. Showcases: Hexen, Soviet Strike, Fighters MegaMix, Die Hard Arcade. Tips: Tomb Raider part two. Exhumed Team Dolls!



ISSUE #20 JUN 97
Last Bronx Revealed! More Quake! Reviewed: Fighters MegaMix, King of Fighters '95, Pandemonium, Mr Bones, Mechwarrior 2, Scorcher, Shining the Holy Ark. Showcases: Pandemonium, Mechwarrior 2, Shining Holy Ark! Tips: MegaMix, Die Hard part three, Hexen part one.



ISSUE #21 JUL 97
WipEout 2097! Resident Evil/Marvel Super Heroes exclusive! Reviewed: Jonah Lomu Rugby, Battlestations, ID4, Actua Soccer Club Edition, The Crow. Double AM3 interviews: arcade Top Skater, Last Bronx! Tips: Shining Holy Ark part one, MegaMix part three, Hexen part two!



ISSUE #22 AUG 97
Sonic R revealed! Special E3 Report! Reviewed: Sonic Jam, Dark Light, Dragon Force, WipEout 2097. Previews: Quake, Marvel Super Heroes! Showcased: Dragon Force, Last Bronx, WipEout 2097, Huge Resident Evil guide! Tips: Hexen Final Part, Shining the Holy Ark 2.



ISSUE #23 SEPT 97
Marvel Super Heroes exclusive! Reviewed: Resident Evil, Warcraft II, Williams' Greatest Hits, Discworld 2. Previews: Touring Car, Grandia, Croc, Salamander Deluxe Pack! Showcased: MSH, Resident Evil, ThunderForce V, Last Bronx. House of the Dead Interview. Final Shining guide!



ISSUE #24 OCT 97
Panzer Saga exposed! Reviews: Duke Nukem 3D, Last Bronx, Marvel Super Heroes, Frankenstein. Previews: SWWS '98, Quake, Formula Karts. Showcased: Croc, Duke Nukem 3D, Marvel Super Heroes. Coming Soon: Sonic R, Silhouette Mirage. Guides: Last Bronx, Resident Evil and Wipeout!



ISSUE #25 NOV 97
Sonic R. Reviews: Worldwide Soccer '98, John Madden '98, Street Fighter Collection & Bust-A-Move 3. Showcases: Quake, Touring Car plus Lobotomy Interview and DeathTank revealed for the first time! Tips: Resident Evil part two, Last Bronx part two and Marvel Super *Villains*!



ISSUE #28 FEB 98
Winter Heat showcase, 1997 retrospective and the 50 best Saturn games... ever! Massive Panzer Saga coverage begins too! Previews: Shining Force III, Bubble Symphony, Vandal Hearts. Reviewed: FIFA '98, NBA Live '98, EA NHL '98, Rampage World Tour, Tipped: Quake part two, Duke part three, Touring Car.



ISSUE #29 MAR 98
EXCLUSIVE new machine news and Sega Rally 2 coverage! Showcases on House of the Dead, Burning Rangers, Bomberman Fight! Panzer Saga and Grandia. Previews: DJ Wars, Zap '98, Shining Force III, Real Bout Fatal Fury Special. Reviewed: Winter Heat, Sega NHL '98. Tipped: MK Trilogy moves list, Quake part three, Croc part one.



ISSUE #30 APR 98
World League Soccer revealed! Huge House of the Dead and Burning Rangers showcases, special import game review section. Previews: Z, Atari Greatest Hits, Power Drift, Gun Griffon II. Reviewed: X-Men vs Street Fighter, Panzer Dragoon Saga, Chill. Tippage: Grandia walkthrough part one, Croc part two, Quake part four.



ISSUE #31 MAY 98
ACE COVER CD: DISC ONE OF PANZER SAGA! Showcases: Radiant Silvergun, Z, WLS '98, Bomberman Wars. Previews: Dragon Force II, Shining Force III (part two), Three Wonders. Reviewed: Burning Rangers, House of the Dead, Z, Whizz, Atari Classics. Guides: Panzer part two, Grandia 2, Croc 3.



ISSUE #32 JUNE 98
SEGA FLASH #7 WITH THIS ISSUE! Vampire Savior revealed! Plus: King of Fighters '97 and Riven. Previews: SF Collection, Bomberman Wars, Choro Q. Exclusive Sega Rally 2 and Warp interviews. Reviewed: WLS '98, Atlantis and Courier Crisis. Guides: House of the Dead, Panzer part 2, Grandia part 2.

Back Issues

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ISSUE #10 AUG 96
NiGHTS: Sonic Team's amazing game finally arrives! Reviewed: NiGHTS, Road Rash, Primal Rage, Slam and Jam, Starfighter 3000, Olympic Football, Sea Bass Fishing, Pro Pinball. Showcases: Athlete Kings, VF Kids, Alien Trilogy. Also: Guardian Heroes Tips!



ISSUE #11 SEP 96
Amazing Candy Fighting Vipers Cover! Reviewed: VF Kids, Alien Trilogy, Athlete Kings, Exhumed, NBA Action, Space Hulk, Keio Flying Squadron, Bust-A-Move, Story of Thor, PowerPlay Hockey. Showcases: Sega Ages, Cop 2, Soviet Strike. Plus: Shining Wisdom tips



ISSUE #18 APR 97
Duke Nukem 3D - First report and interview! Reviewed: Manx TT SuperBike, Area 51, Incredible Hulk, Norse by Norsewest, Iron Man/XO Manowar, Mass Destruction, Spot Goes To Hollywood! Tips: Die Hard Trilogy part one, Dark Savior, Tomb Raider conclusion!



ISSUE #19 MAY 97
HUGELY IMPRESSIVE CD! Plus: Quake interview! Reviewed: Bomberman, Crypt Killer, FIFA '97, NBA Live '97, Dragonheart, Swagman, Puzzle Fighter, Space Jam, Return Fire, Black Dawn, Torico. Tips: Fighters MegaMix part one, Die Hard Trilogy part two and Soviet Strike!



ISSUE #26 DEC 97
MEGA CHRISTMAS NiGHTS CD WITH THIS ISSUE! Plus: Dead or Alive! Reviewed: Sonic R, Formula Karts, Sega Touring Car, Enemy Zero, Croc, Trash It, Mortal Kombat Trilogy, The Lost World, Quake! Huge guides on Duke Nukem 3D (part 1) and Marvel Super Heroes (part 1).



ISSUE #27 JAN 98
SEGA FLASH #6 WITH THIS ISSUE! Plus: House of the Dead and X-Men vs Street Fighter! Previews: Rampage World Tour, Layer Section, Zero Divide! Reviewed: Steep Slope Sliders, Maximum Force, NASCAR '98! Tipped: Sonic R, Marvel Super Heroes part two, Duke part two.



ISSUE #33 JULY 98
EXCLUSIVE FIRST DREAMCAST INFO! World exclusive pics and details on Sega's new machine. D2 unveiled, Euro developers announced. Deep Fear: first look. Previews: SFIII: Part 2, Tennis Arena, Dragon Force II, GunGriffon II. Riven interview. Complete Burning Rangers guide, Panzer part 3, Grandia part 3.



ISSUE #34 AUGUST 98
DREAMCAST DEVELOPERS SPEAK! Massive Castlevania X coverage. Exclusive Street Fighter Alpha 3 & Radiant Silvergun features. Previews: Capcom Generations, Grandia Museum. Import Reviews: Castlevania X & GT 24. Guides: Shining Force III part 1, Riven part 1, Grandia part 4.

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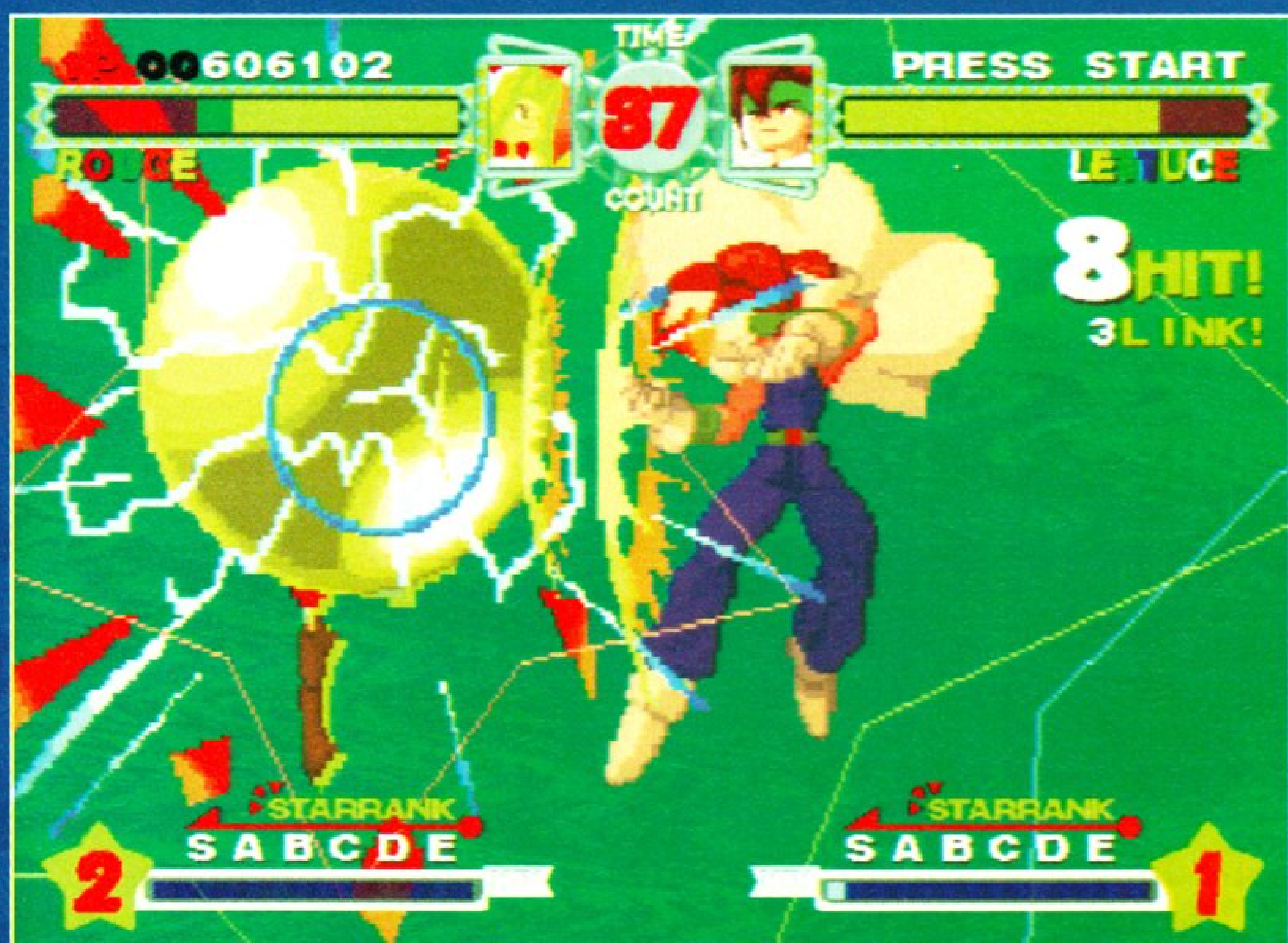
Capcom may have the monopoly on quality 2D beat 'em ups, but that ain't gonna stop Sunsoft from musching in with its own fast-paced fighter. Stand by for 4MB overload! MATT YEO has stars in his eyes.



With so many 2D beat 'em ups hogging the Saturn market these days, it's often hard to pick the nuggets of gold from the excrement. For every Capcom or SNK scrapper that knocks our socks off, there are the likes of Mortal Kombat and Batman & Robin to contend with. Fortunately, Sunsoft has an uncanny knack of surprising us time and again with original import titles guaranteed to appeal to all-comers.
Fresh from the company's development studios this month is Astra Superstars, an inventive little 2D punch-up that offers players a tongue-in-cheek alternative to all those intensive 3D button-bashing titles. The game is also significant because it's the first non-Capcom fighter that utilises the company's memory-expanding 4MB RAM cart for slick animation, detailed high-res backdrops and lightning-fast attacks.







▲ Supers are activated by simply pressing two buttons, making Astra Superstars a real novice's game.



▲ Activate a Star Special and everything goes totally ballistic!



▲ The camera zooms in and out of the action...



▲ ...showing special moves in all their glory!

STAR POINT 1: EXTRA COLOURS



Bored of the same old tiresome outfits? If you are, try pressing Up or Down on the character selection screen which enables players to choose from one of three alternate costumes for each fighter. We're particularly impressed with Stella's virginal white witch wear!





▲ Hidden character costumes are merely the tip of the secrets iceberg...

HIGH FLYING 'N' FIGHTING

Unlike other comparative beat 'em ups, Astra Superstars shares more in common with Taito's arcade and PlayStation fighting game, Psychic Force. Players battle each other, and the computer, whilst floating in mid-air, enabling characters to face each other head-on, leap over charging opponents and perform crafty back attacks or simply duck beneath assailants and escape to safety. Cunning use of a stage's space will save players many a thrashing at the hands of more talented types.

Astra Superstars offers Saturn owners an initial selection of eight playable characters, ranging from Lettuce, a Ryu-clone who possesses easily the most ridiculous name in the game, to the Santa Claus-wannabe, Rouge. Each character has a number of standard and special moves at their disposal, and familiar beat 'em up features are present such as joypad blocking, powered-up super bars and guard reversals. And the reason why these cute cartoon characters are trying to knock seven shades of sh... er... stuffing out of each other? Well, it goes something like this...

FOUR STAR STORYLINE

The game's action takes place in the mystical realm of AstraWorld, a colourful land created by an ancient and peaceful god. To reward the inhabitants of AstraWorld for being such well-behaved individuals, their benefactor has created a powerful gift in the shape of the 'Lucky Star.' Eight individuals from the realm's most prominent countries have stepped forth to claim the Lucky Star for themselves. What follows is a titanic power struggle, with fighters battling each other for possession



▲ Rouge is a stunning Santa Claus clone with a sackful of pain!

STAR POINT 2: HIDDEN CHARACTERS



Completing the game reveals a number of secret goodies, the first of which are playable hidden characters. So far we've been able to discover the mischievous little purple swine know as Devil and his heavenly opposite, Angel. Also up for grabs is the bizarre pencil sketch character called Testkun. Finally there's the game's massive boss, Satan Volte, but we don't know how to access him... yet.













▲ Like some sort of twisted Technicolour titan, Astra Superstars goes mad on Saturn!



▲ The action in Astra Superstars is fast and furious with combos hitting with amazing speed.



▲ Check out Rouge's cool present special!



▲ Character animation hogs the screen.





▲ Fans of previous Sunsoft beat 'em ups, such as Waku Waku 7 and Galaxy Fight, will easily get to grips with Astra.

of the fabled trinket. The winner will enjoy untold fortune and glories, while the losers will face the wrath of their powerful and not-so-friendly god.

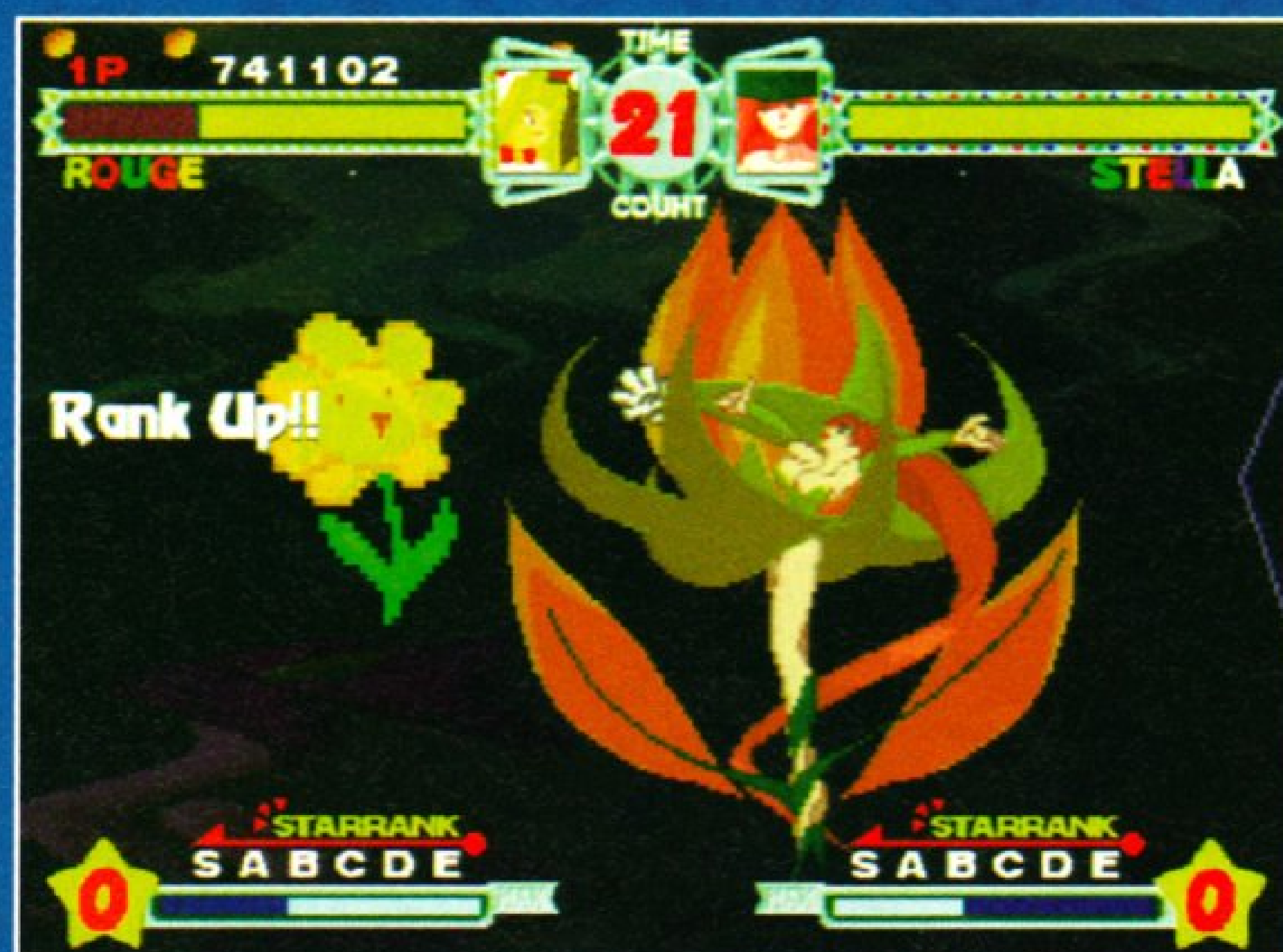
There you have it. Hardly original, but it does explain a few things. For instance, when players unleash combos, their character is surrounded by a swirling star icon, which increases in size as more blows connect. This star motif is also carried through to the game's super moves, the logically labelled Star Specials. At the bottom of the screen, there's a gauge which displays each fighter's Star Rank, displayed by the letters S, A, B, C, D, E. As moves are unleashed and attacks are blocked, this gauge begins to fill up and the letter sequence above changes from E (being the lowest power) to S (maximum damage). However, holding onto top Star Rankings proves a little tough as an opponents combos and special moves will knock it back down if you're not careful.

The gauge is also the key to letting rip with Star Specials and giving other characters a good kicking! Each player activates





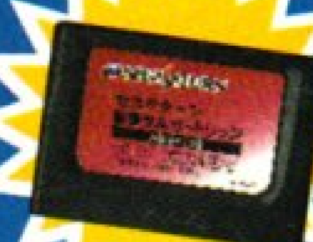
▲ Use the 4MB RAM cart and there's no slowdown whatsoever.



SSM VERDICT: 1MB OR 4MB?



If you don't have Capcom's 4MB RAM cart yet then the good news is Astra Superstars also works with the 1MB cart packed with King of Fighters '95. The difference between using the SNK cart and the Capcom one is really negligible. Yes, the animation frames do suffer and there's slight slowdown, but to be honest most gamers won't even notice these annoyances.









▲ Bold, primary colours are Astra Superstars' trademark.





▲ Stella is one sexy witch. We wouldn't mind giving her cauldron a stir!



▲ Even basic attacks cause massive amounts of damage.













▲ Star Combos are Astra's most visually impressive moves. Check out this totally amazing 43-hit sequence!

their two Star Specials by simultaneously pressing either Y+B or Z+C. Here's where the power of the 4MB cart comes into play as a giant size image of the character briefly flashes up on screen before players launch into multi-hit combos that would put even Street Fighter Alpha 2 to shame!

OPTIONAL EXTRAS

On the options side, Sunsoft has ensured plenty of longevity by packing out Astra Superstars' standard arcade and versus modes with a selection of useful extras. The Story Mode tells the tale of what happens when the game's characters tackle each other one after the other and their final battle with AstraWorld's formidable god, Satan Volte. Both the Com vs and Watch Modes are ideal for discovering how to get the most out of your favourite characters and it's also great entertainment watching two fighters slug it out for supremacy.

The Character Profile section is basically a set of high-res images and text revealing character histories and how to perform specific moves. Not really that impressive, but wait until you open the Museum Mode...

SUNNY SIDE UP!

Sunsoft has dipped its toe into the beat 'em up arena before (with Waku Waku 7 and Galaxy Fight) and nearly had it bitten off. With so many Japanese developers having proven beat 'em up titles under their belts and a pedigree for quality 2D fighters,



▲ That's either a giant pumpkin or one of Lee's nuts is on the loose!

Astra Superstars is definitely going to have a tough time convincing non-believers. However, if you're the proud owner of a converted Saturn or even an import machine, you should certainly consider grabbing yourself a copy of this wacky wonder. Okay, it's no X-Men vs Street Fighter, that's for sure, but if you're looking for a slightly original fighting game that's easy to get to grips with, full of Technicolour trappings, and brings a smile to your face, then Astra Superstars is a winner!

STAR POINT 3: HIDDEN MODES



As well as additional characters there are also extra modes to be found in Astra. Complete the game once in Story Mode and head back to the main options screen for a nifty Museum Mode. In here you'll discover over 40 high-res Astra Superstars images and artwork. Cool, eh?





▲ Completing the game opens up all sorts of goodies such as the Art Gallery.



▲ The game's final boss and all-round omnipotent being: Satan Volte!



▲ We're big fans of 2D beat 'em ups here at SEGA SATURN MAGAZINE and are pretty impressed with Astra Superstars. Go on, give it a whirl!

BY	SUNSOFT
RELEASE	OUT NOW
PLAYERS	2
HARDWARE	4MB
PRICE	IMPORT
STYLE	2D BEAT 'EM UP

Waitasecond! It's 2D, it's a beat 'em up and it's not from Capcom or SNK? Yep, Sunsoft muscles its way onto Saturn with a 4MB-boosted fighter for which the phrase "over-the-top" could have been invented.

Astra Superstars



▲ Astra Superstars is packed to the gills with stunning animation and massive cartoon characters.



▲ Mid-air combat really takes some getting used to.

The last time we covered a Sunsoft title in the pages of SEGA SATURN MAGAZINE was waaay back in issue 23 when the hilarious Waku Waku 7 arrived in the office. Since that time, all has been quiet, but we knew these talented developers were up to something a little bit special. However, even we weren't quite prepared for the senses-shattering power of Astra Superstars!

Unlike traditional 2D beat 'em ups, Sunsoft's latest offering manages to give players a truly unique gaming experience. Yes, traditional fighting game elements are present, including the ability to block, chain combos and unleash devastating super moves, but everything's been given a new twist. For instance, all the game's action takes place in the air, with combatants floating on each level and being capable of flying above and underneath opponents. Of course this opens up the possibility for all sorts of combos, another area which Sunsoft has taken to the max. Special moves (or Star Specials) are activated by holding down just two buttons and the results are staggering. Players regularly rack up 50+ combos which result in on-screen pyrotechnics galore and phenomenal damage.





▲ Is it a Capcom-beater? Not quite, but it's still cool.

For many fighting fans, this style of gameplay may appear to be too easy and it's safe to say that Astra Superstars has clearly been designed with novice players in mind. But that's all part of the appeal. Sunsoft's latest Saturn creation is intended to

> **[When combos and punches connect, it's almost as if the game is running TOO fast!]**



▲ Check out these supers. Only the 4MB cart is capable of producing these effects!



▲ Two button supers are easy to activate.



▲ Multi-hit combos are commonplace.

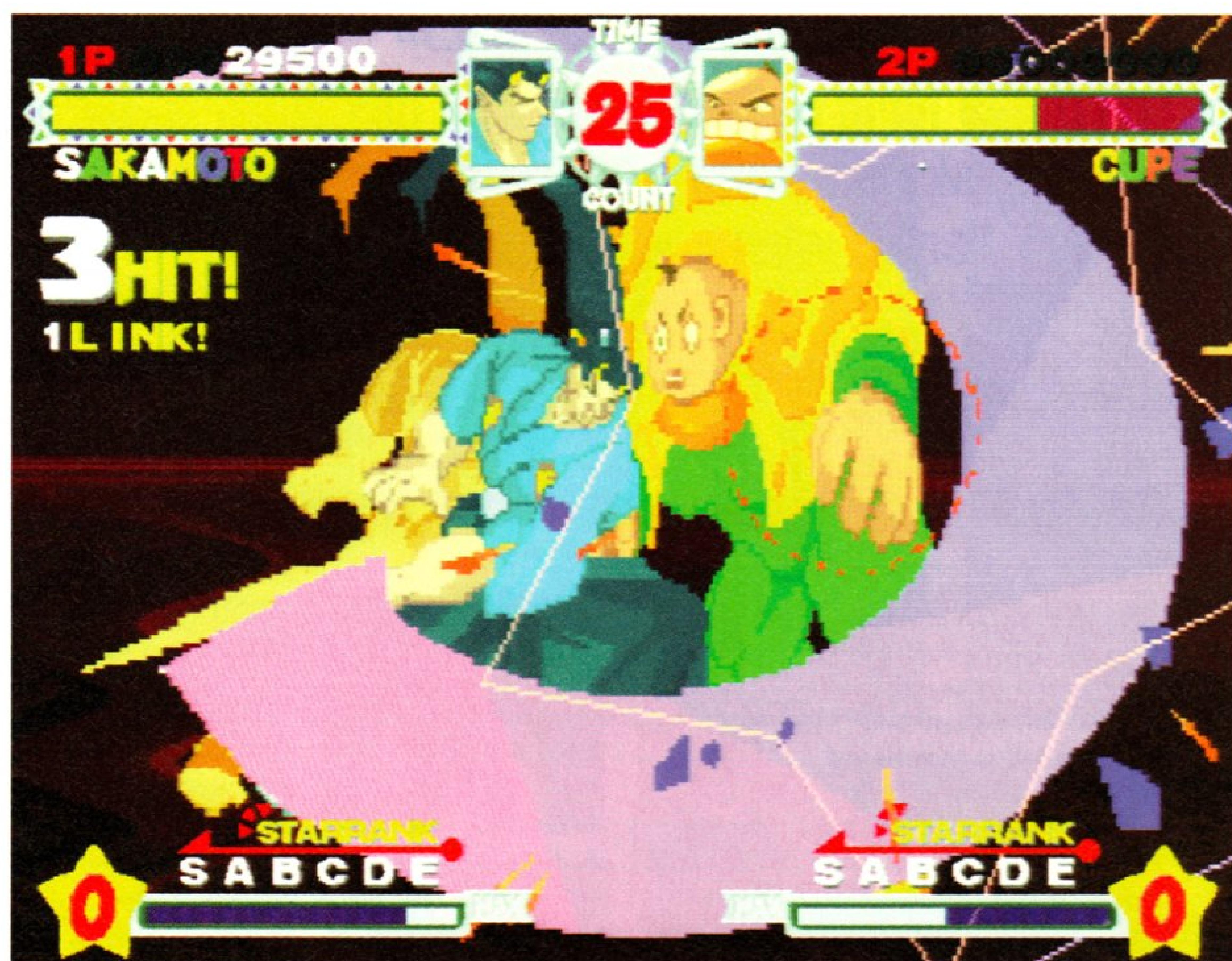


▲ When Star Specials are unleashed...



▲ ...the screen is packed with action!





▲ Just take a look at these awesome 2D visuals! Characters are huge, animation is smooth and there are laughs aplenty.

SUNSOFT'S SCORCHERS

Capcom and SNK may rule the roost as far as top 2D beat 'em ups are concerned, but Sunsoft is certainly no slouch in this department. Already under its belt are Galaxy Force, a minor hit in 1996 on PlayStation and Neo Geo, and the truly bizarre Waku Waku 7. However, not all fighting fans are keen on Sunsoft's scrapping style as it tends to employ simple combat techniques and less-than original characters. Still, with the likes of Astra Superstars on Saturn, we're not complaining!









▲ So what kind of a name is 'Lettuce' anyway?

be a total graphical onslaught and, thanks to Capcom's 4MB RAM cart, its visuals are easily its major selling point. As players fly around the screen, hitting each other with incredible super moves, the camera constantly zooms in and out, mimicking many classic Neo Geo fighters of yesteryear. When blows connect, it's almost as if the game is running TOO fast, with punches, kicks and multiple hits flashing away like some kind of insane strobe light.

To bolster the solid gameplay, Sunsoft has also included a number of features which are well worth tinkering with. In addition to familiar Story and Versus modes, there are also Com vs Com and Watch Modes, ideal for discovering how computer opponents react, and character profiles offer tips on moves and combos. However, completing the game opens up new modes such as a cool art gallery and a handful of secret characters, some of whom make you realise Sunsoft surely took a tongue-in-cheek approach when designing these weirdoes!

Overall, this is definitely a great package. Quality gameplay and stunning visuals more than make up for any flaws in originality or creativity and the addition of the 4MB cart saves Astra Superstars' animation and action from suffering from appaling slowdown. Okay, so it's no X-Men vs Street Fighter, that's for sure, but Sunsoft's 2D titan is still a fearsome force to be reckoned with.

MATT YEO



▲ Attack opponents to push up your Star Rank.



▲ Even the game's backgrounds are impressive to watch!





GRAPHICS	Not as frame intensive as Capcom's titles, but some cartoony characters and stunning supers more than satisfy.	89%
SOUND	Cutesy tunes put even Pocket Fighter to shame. Combos are backed with painful, bone-crunching sound effects.	82%
PLAYABILITY	Aerial combat takes some getting used to, but training and simple specials soon make Astra extremely accessible.	88%
LASTABILITY	Tons of extra play modes bolster the game's one and two player options. Secret modes and characters also available.	91%

OVERALL

Not in the same league as Capcom's classics, but Sunsoft's 2D extravaganza scores big in the entertainment stake.

86%

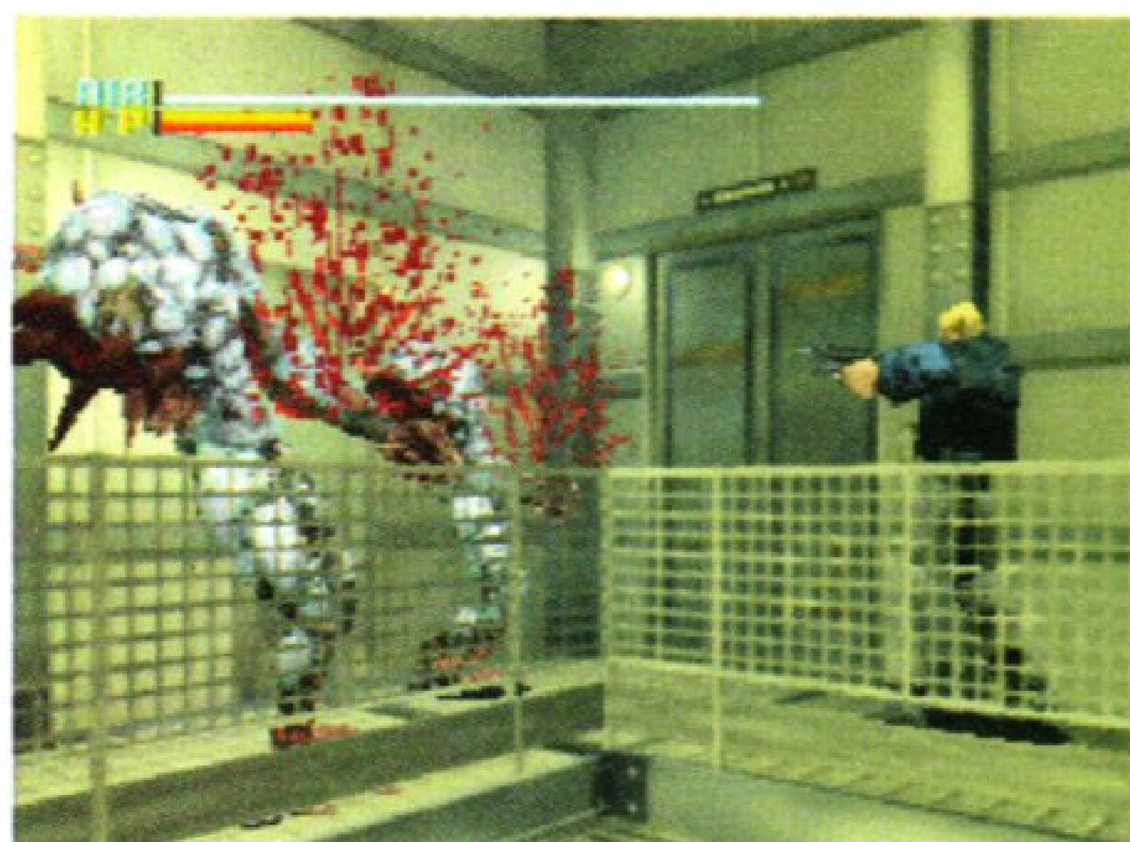
▼ Complete Story Mode and you then face a host of secret characters... including Devil and Angel!



BY	SEGA	
RELEASE	SEPTEMBER	PLAYERS
HARDWARE	PRICE TBA	1
	STYLE ADVENTURE	

Sega is poised to wheel out the last of its big guns this month in the form of Deep Fear. Will this underwater adventure take the Saturn out with a bang or a whimper? Here's where you find out!

Deep Fear



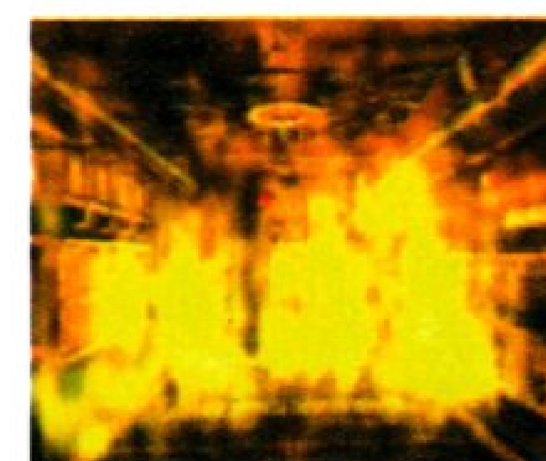


It's a sad fact of videogaming life that the best titles to emerge on any console are usually the last. Only recently has the Saturn been blessed with arcade-perfect Capcom conversions, role-playing games to rival the multi-million selling Final Fantasy VII, the best corridor shoot 'em ups on any home console and a fantastic Resident Evil clone in the form of Deep Fear. If only such titles had been available two-three years ago, who knows, Sega could well have found itself in a much stronger position than it's in today. The phrase 'too little too late' springs to mind.

Climbing down from my makeshift soap box, the first point of analysis of Deep Fear is the gameplay. It may come as a surprise to learn that whilst the basic control system and overall presentation are by and large the same as Resident Evil, the gameplay structure is markedly different. Capcom's title has been cunningly devised in such a way that it encourages players to explore their surroundings, by greatly restricting the amount of ammunition, revealing enticing clues to puzzles in different areas and giving players keys to access different rooms.







▲ (Left) The BIG JIM suits are used to walk on the sea bed. Hmmm.... might come in handy later in the game...

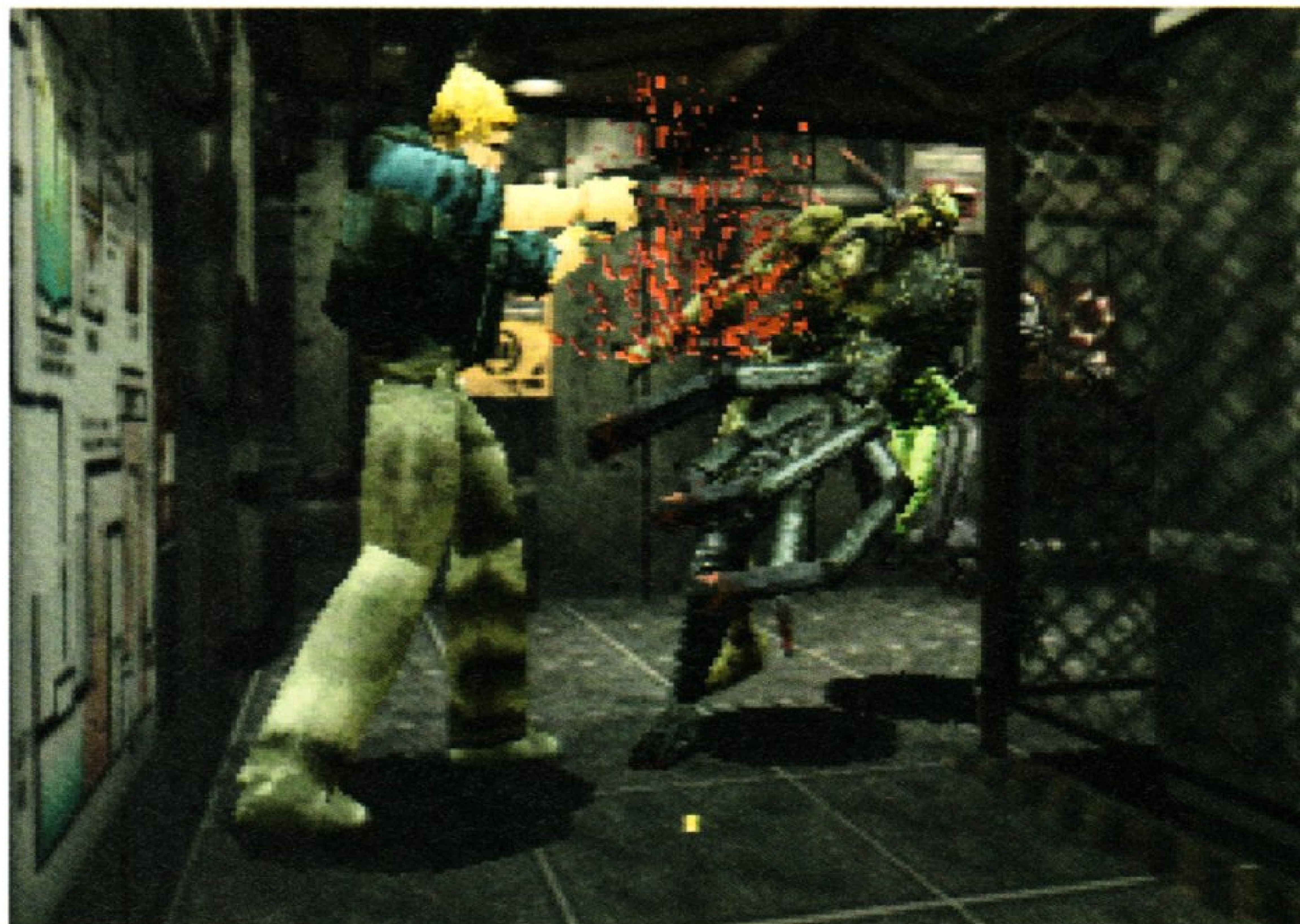
In Deep Fear though, your route through the game and events that occur thereafter are pretty much mapped out for you. Commander Clancy, for example, may ask you to go to the Control Deck and retrieve the DN Key, then take it to Dubois who'll supply you with the next set of instructions. Most of

[If you're sick of waiting for Resident Evil 2 to turn up, Deep Fear is a decent investment]

LAST OFFICIAL RELEASE?

Deep Fear is strongly rumoured to be the last official UK release for the Saturn, unless Sega has the good sense to snap up the second and third chapters of Shining Force III. So it really is time to start thinking about getting your Saturns switched, as it would give your console a whole new lease of life. Think about it - Radiant Silvergun, X-Men vs Street Fighter, Dead or Alive, Vampire Savior, Metal Slug, Grandia, Dracula X, Pocket Fighter.... and the list goes on. C'mon, we've all made harder decisions than this.





▲ There's a shocking amount of blood and gore in Deep Fear, though not quite as much as seen in Capcom's Resident Evil.

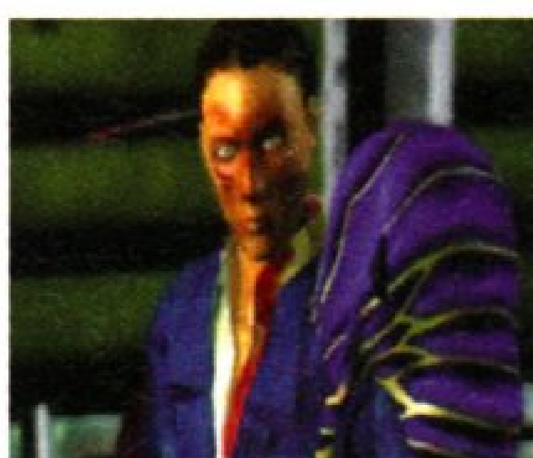


▲ One minute you're talking to a Navy Officer about the location of the Navy Area key, the next he's trying to fondle you with his tentacles.



▲ Remember the first time you played Resident Evil and the dogs smashed through the window and scared the crap out of you? Well, there are plenty of similar moments in Deep Fear.





▲ Much of the time the gameplay amounts to little more than progressing from one FMV sequence to another. That said, the computer-generated scenes are superb.





▲ The dramatic fixed camera positions pioneered by Infogrames' Alone in the Dark series are in evidence, giving players the best possible view of the action.

the time it's little more than a case of progressing from one FMV sequence to the next, killing the odd monster that pops up along the way. Whilst this helps to progress the story a great deal swifter than Resident Evil, the lack of incentives to explore the surroundings are a big downer.

But aside from the linear structure of Deep Fear, there remains very little to grumble about. There's a decent range of puzzles to get your head around, many of the typical 'pull lever to open door/drain the water' variety, but progress further into the game and later tasks require a great deal more thought to overcome. Disarming nuclear submarines, negotiating laser protected rooms and mixing hazardous chemical formulas are just a handful of the brain-teasers awaiting you. This is made slightly more complex by the limited oxygen supply which slowly depletes as the game progresses. So it becomes a race against the clock to locate the manual air supply units around the vast underwater base to replenish the oxygen supply. This adds a very real sense of urgency to Deep Fear, something sorely lacking >>











▲ The linear gameplay is a bit of a disappointment.



▲ Take out two monsters at once with the shotgun.



▲ Erm... not quite sure what's going on here....

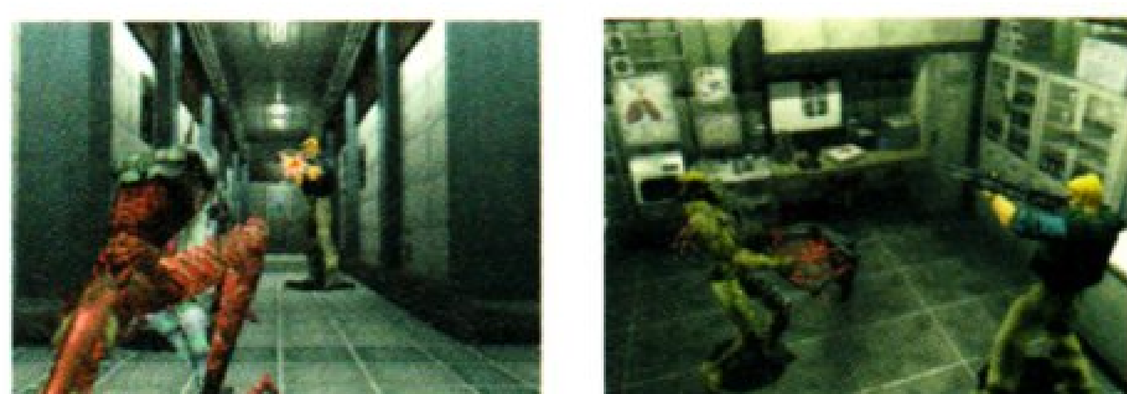


▲ This Tyrant-inspired creature is a bugger to kill.



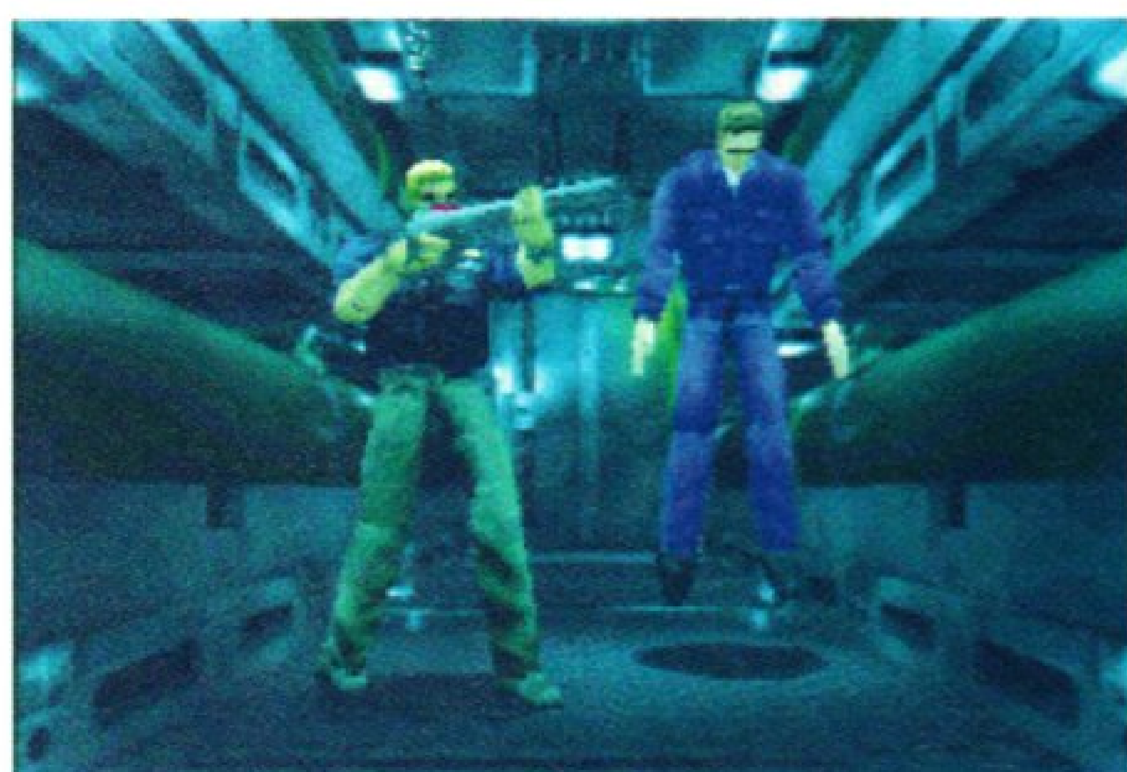


▲ Revisit rooms to find them crawling with monsters.





▲ The pre-rendered backgrounds are staggeringly detailed, but the character animation is somewhat less impressive.



▲ An oxygen mask is required before venturing underwater.

>> from comparative titles such as Capcom's Resident Evil and Core's Tomb Raider.

When it comes to the game's visuals, Saturn owners needn't have any worries. Though not quite in the same realm of excellence as those of Resident Evil, given the lower resolution and knobby character animation, we doubt that readers will have any serious complaints. As you can see from these shots, the pre-rendered backgrounds are mightily impressive, from the eerie metallic submarine to the dark and dingy laboratories, the level of depth and detail lavished upon each of the scenarios is incredible.

The FMV sequences are also worthy of note, as they're of an astonishingly high quality - maybe not quite up there with Team Andromeda's awesome computer generated snippets, but incredibly impressive nonetheless.





▲ Deep Fear is actually a lot tougher than Resident Evil.

One area we haven't particularly touched on is the audio aspect of Deep Fear, which inevitably has its good and bad points. There's no in-game music to speak of, largely because eerie ambient sound effects are used to create the suspenseful atmosphere. From

RESIDENT EVIL OR DEEP FEAR?

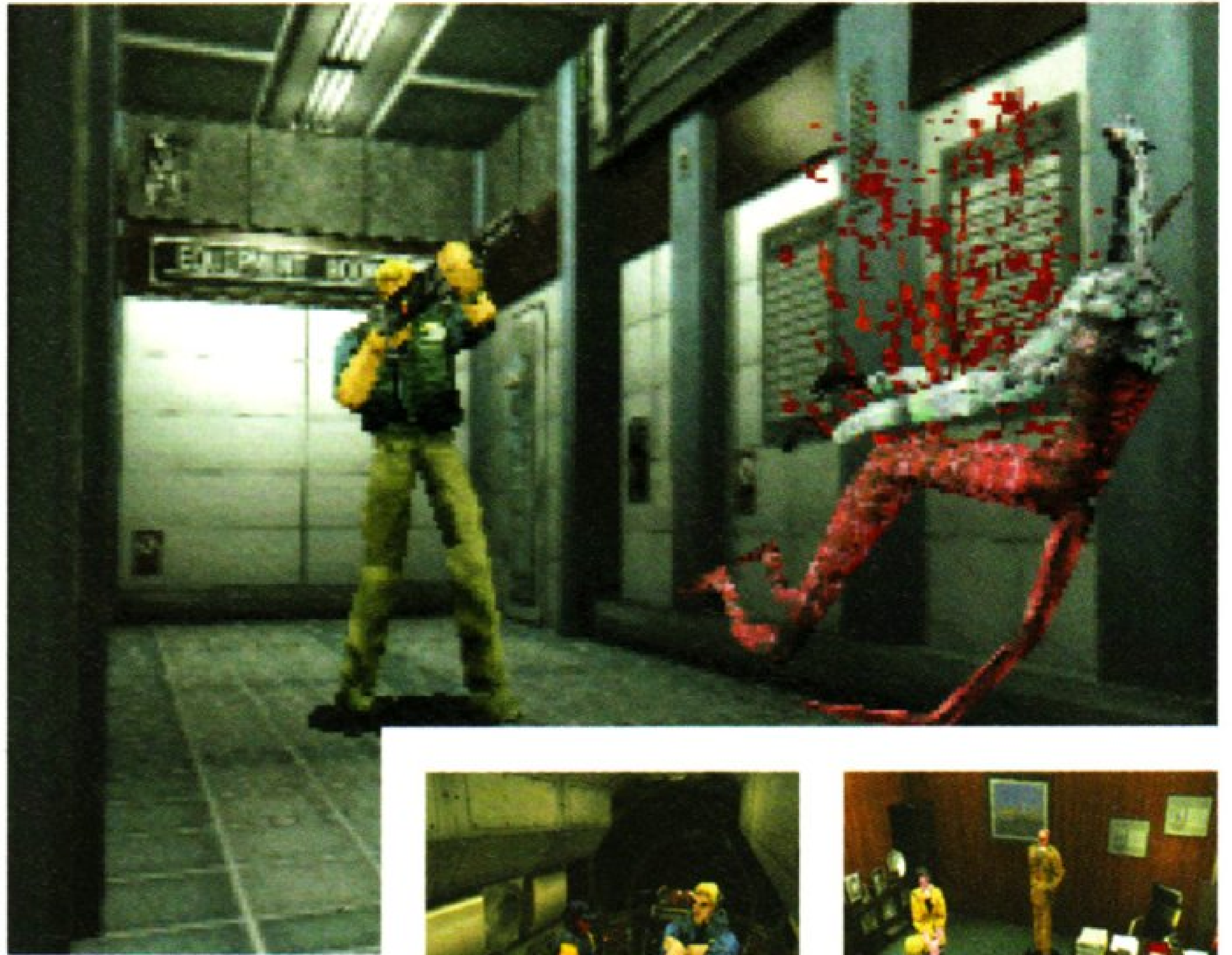
In all honesty, there isn't a great deal to choose between these two action/adventure titles. Each thrives on its tense atmospheres and over-the-top gore, both feature equally appalling, yet unintentionally humorous voice-actors (check out Dubois, the homosexual egg-head) and both adopt the same style of visuals. But we'd have to say that Capcom's Resident Evil has the slight edge over Deep Fear. The non-linear structure of the gameplay, superb graphics and tense atmosphere form an unbeatable gaming experience which Deep Fear comes close to, but doesn't quite manage to equal.





▲ The fantastic FMV sequences, coupled with dramatic camera angles, give Deep Fear a very cinematic quality.









▲ The weapon sound effects are most unconvincing, with the sub-machine gun sounding more like a pencil being rattled on a table than an ultra-powerful weapon of destruction.





▲ (Left) It was only a matter of time before Mookie got his just desserts. (Right) Commander Clancy - friend or foe? That's for you to figure out!



the clanking of the ventilation system to the "uur-rrrgghhh..." of the monsters in the adjoining rooms, it all serves to heighten the tension and feeling of terror. However, the voice acting is clearly some of the worst we've ever come across in a videogame. I'm not entirely sure whether it's being played for laughs or just appallingly bad, but even the unintentionally hilarious Resident Evil voice-overs are an improvement on those of Deep Fear.

But taking all things into consideration, Deep Fear is truly a top effort from Sega. What you get for your money are two discs packed full of top-quality FMV, enormous puzzles to get your head around, hod-loads of over-the-top violence and gore aplenty. It doesn't really address the problem of longevity, which affects similar titles in the action/adventure genre, meaning that once you've completed it, there's little if anything to entice you back. But if you're sick of waiting for Resident Evil 2 to turn up on Sega's powerhouse console and have a bit of spare cash burning a hole in your pocket, Deep Fear is a decent investment.

LEE NUTTER





▲ Unfortunately, it looks certain that Deep Fear is to be the last official UK Saturn release.... ever! (sniff)

REPLAY VALUE

One area of consternation we haven't addressed is the longevity of Deep Fear. The good news is that this is quite a sizable game, with around 15-20 hours of gameplay in there for reasonably accomplished players. On the down side, there's only one route through the game, unlike Resident Evil, which offers players two different scenarios. So on balance we'd have to say that there's a distinct lack of replay value with Deep Fear, but such is the case with virtually every example of the genre.



GRAPHICS	Excellent pre-rendered backgrounds and the FMV is top-notch. The character animation is a bit knobby though.	90%
SOUND	The voice actors are appallingly bad. Worse than RE in fact. But the eerie ambient sound effects are top notch.	80%
PLAYABILITY	The good mix of action and puzzle-solving elements should keep adventure fans riveted to their seats.	89%
LASTABILITY	Approximately twice the size of RE, but the linear nature of the gameplay means that there's little to bring you back.	75%

OVERALL

A top effort from the chaps at Sega. The only problem is that Deep Fear is out-quaffed by the superior Resident Evil.

86%

▼ Our coverage of Deep Fear continues apace next month, with a full-on guide to this super-tough adventure game.



Castlevainia X Symphony of the Night

PLAYERS GUIDE: PART 2

Let's not waste any time this month as we continue our adventure straight after the events in the Outer Wall. This time, you'll get to grips with flying, familiars and even tougher bosses. MATT YEO is your Vampire Savior!

FLY MY PRETTY!

Gaining the Bat items opens up a whole world of fun. You'll now be able to reach any part of the castle and find items and rooms that were previously inaccessible. However, if you can't locate the Bat items, keep exploring Drac's house until you find 'em: Here's where they're located:

BAT 1 ITEM: Found in the Long Library (see last issue).
BAT 2 ITEM: Collect the double-jump item and use it in the Clock Tower level.
BAT 3 ITEM: Defeat Orlox to pick up the final flying icon.

LOOKS FAMILIAR...

Don't underestimate the abilities of these handy helpers. Once you've found a Card, activate it and you'll be accompanied by one of five familiars. Each of these has unique powers which increase in strength the longer they're used.

THE FAIRIES

These friendly, flitting females point out hidden areas, resurrect you when you have a Peach in your inventory, activate protection potions and cure poison. At level 50, they bring you back from the dead.

GHOST

At level 80, this familiar takes hit points from enemies and gives them to you.The stronger it is, the more hit points it takes.



BAT

This guy flies and shoots with you. The more experience you have, the more Bats follow you.



DEMONS

Attacks foes for you and flip the switch to access the Pit. At level 80 they gain fire, ice and lightning attacks.





SWORD

Attacks in a random pattern and gets more powerful at level 50. Great for enemy packed stages.



Point 13: The Long Library
The upper left-hand ledge leads to a room containing the Fairy Book 1.

Point 14: The Long Library
Save your game and carry on to the right to tackle the rest of the library. More on this section next issue.

Point 15: The Groundwater Vein
Using the Bat or Mist item, float across to the right-hand exit. Work your way through it to encounter the Succubus. She's tough to beat, but when dead gives you an essential red ring.





Point 16: The Groundwater Vein
Smash the floor in the room to lead to another underground section. However, you'll need the aqualung in order to successfully complete this stage.



Point 17: The Groundwater Vein
Fly to the left (see pic) and press the button in the room. Go to the section with a wooden floor. Lure the skeleton to you and he throws a flaming barrel which smashes through the floor, granting access to items and The Catacombs level.



Point 18: The Chapel
Don't bother trying to reach these items until you have the Bat item. Some of the urns contain mildly useful artifacts, but others hold one or two cool surprises...



Point 19: The Chapel
Fly up into this inaccessible room for yet another handy trinket.



Point 20: The Chapel
This route through to The Colosseum is blocked. Once you approach it from the opposite direction, stand on the switch to lower the wall.



Point 21: The Chapel
The Confessional is a bit of an anomaly really. Enter either the left or right booth, sit down by pressing the D-pad and wait for the ghost of a woman or a priest to wander in. They'll either chat to you for a while or stab you!



Point 22: The Chapel
Inside this room there's a huge stone and gold figure blocking the way to Orlox's Room. Unfortunately, you can only unlock it from the opposite side.





Point 23: The Chapel
At the end of this spiked corridor lies Maria who gives you one of the two rings essential for defeating Richter later on. However, to get past the spikes you'll need the Spikebuster Armour (purple with blue shoulder flaps, found later in The Catacombs). Put the armour on, walk through the spikes and use the Mist Item to get through the grate. Maria awaits in the last room.



Point 24: The Castle Keep
When you have the Bat item, fly up to a room containing lion's heads. The lower right exit leads to the Clock Tower's boss, the upper left leads to a broken staircase and Richter, the upper right contains a Save Station. Finally, the centre exit takes you to a few items. Go back outside to the staircase and fly up and to the right for a room with even more items.

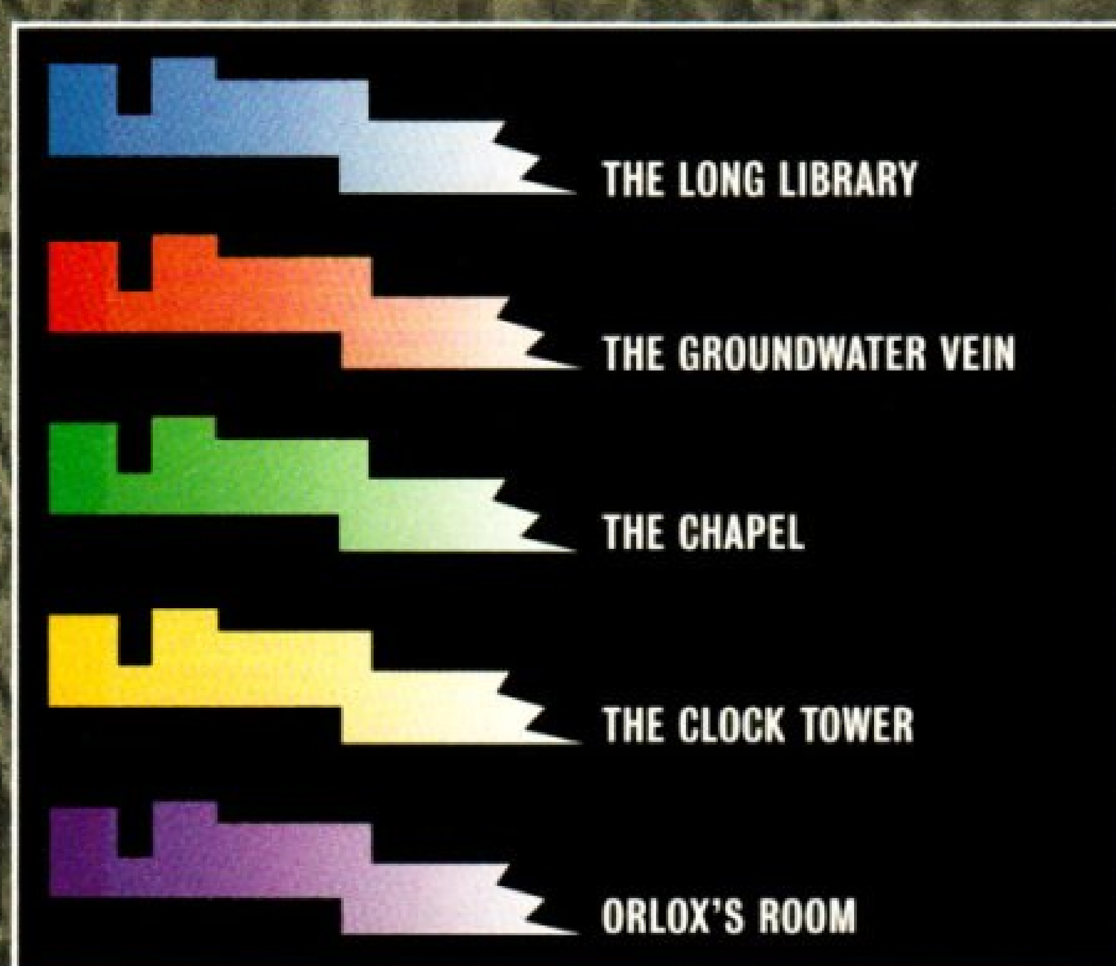






Point 25: Orlox's Room
This level door leads to The Colosseum, but isn't worth investigating until you've tackled Orlox and collected the Bat 3 item.

Point 26: Orlox's Room
To get past the narrow gap in the tunnel, use the Wolf item to transform and creep through the hole.





THE LONG LIBRARY

Go left as far as you can, watching out for enemies along the way, and collect the item. Head back to the right and climb the stairs, being careful to dodge the Ectoplasms, Thornweeds and Spell Books. Go up the stairs to the right and collect the Book of Enemy Names. Head left, down the stairs and jump across to the lower ledge (P13). Save your game, go back to the stairs and head left to meet the Librarian (P14). He sells various items, but make sure you buy a map and the Blue Pendant for opening magical doors. Now leave the library and head for the Outer Wall again.

Drop down the wall and go back to the Marble Gallery. Locate the magical blue door near the pink slabs (see pic) and step on the switch inside. Both sets of pink slabs disappear, allowing access to other areas. The area below the first slab contains useful items and the second leads to...







THE GROUNDWATER VEIN

Drop down this level until you reach a platform with exits on the left and right (P15). Go right to the Save Station and then left to the room with a pedestal. Grab the item and smash the left-hand wall to access a hidden room. Get the items in the room, go back to the right and drop down into a room with a central tower. Keep heading down until you reach a left-hand exit. Head up and jump on the chest of drawers into another room. Grab the item and head back to the central tower section. Drop all the way down into a cavern. Head to the right to save your game then drop down to the bottom of the cavern and go right (P16).

Here you'll face the Scylla Wyrm. Just crouch in the left-hand corner and sword swipe the head when it attacks. Once destroyed, grab the Max Life and go right. Jump from pillar to pillar as the water rises and go up at the next junction. Head right for a few items then left to face the Scylla.







BOSS 3: SCYLLA

Defeating the Scylla can be a pain if you're not tooled up, but there is simple way to beat this monstrosity. Take your time and destroy the heads then leap up to the main body and you should get knocked behind the Scylla. From here, the monster can't reach you, but you can kill it!

Once defeated, collect the Max Life and head to the left for a Cloak. With the water level down, explore this area for items. Head back to the Scylla Wyrm room and climb up. Go left, push the wooden box and jump on it (P15). Heading left, jump across ice and smash toads and frogs. At the waterfall (P17), drop down to a cavern on the right for items inside. Go left and pass an opening in the ceiling. This leads to a door and the Entry Hall (P2 - last issue). Reach the boatman and catch a ride. Watch out for bats and the far left room contains the Mermaid item (for swimming). Now you're in for a real trek. Go back to the Entry Hall and make your way back to to the Alchemy Lab. At one of the long tower sections, there's a magical door leading to the Chapel (P5 - last issue).

THE CHAPEL

After chatting with Maria, go left and save your game. Head up and climb the stairs to the right (P18). Reach the top and go to the right (P19). In the next room (watch out for the Vandal Sword), use the stairs on the left to reach the goodies in the previous room. Back in the sword room, take the upper right door (P20).

Go right and climb up the platforms to the top of the tower, using secondary weapons to take out Black Crows and Winged Guards (P21, 22, 23). Pick up the goodies in the bell tower and exit via the right-hand tunnel. In the next tower, collect more items and enter the right-hand tunnel. Eventually you'll reach your next boss challenge.







BOSS 4: BLUE RAVEN

One of the game's easiest bosses. Crouch in the left-hand corner and swipe at the Blue Raven when it comes near you. Wait for it to land and get at least three hits in before it breathes fire. Take care of any eggs it lays and you'll defeat it in no time at all. Collect the urn, exit to the right and in the next bell tower, save your game in the lower right room. Clear the tower of items and exit using the upper right-hand door.









THE CASTLE KEEP

Proceed right, taking care of the Axe Knights along the way. In the room with two elevators, ride them up and nip in the right-hand room for goodies (P24). Now take the left exit and proceed across the rooftop, but watch out for the pesky Flea Riders! When you reach a solid wall, hack away at the bricks to reveal a Blue Necklace. This trinket gives you the ability to double-jump, enabling Alucard to reach previously inaccessible sections (see last issue's guide). Now head back the way you came, travel to the Outer Wall and locate the door to the Clock Tower.

THE CLOCK TOWER

Head left and down for a few items. Watch out for the Skull Lords and go back to the start. Go left and double-jump your way across the collapsing platforms. In the first Gear Room, dodge Medusa Heads (they'll turn you to stone unless you have the correct potion) and Harpies. In the second Gear Room, hit the gear on the left-hand side until it "clicks". Repeat this to the gear in the bottom right-hand corner and to the two gears in the next room. When all four are correctly activated, a door opens in the bottom left of the last Gear Room. Enter and collect the items.

Go back in to the last room and climb up to right-hand wall. Smash through the wall, go right, defeat the Flea Armours, climb into the Clock Steeple and defeat the Cloaked Knight for a Life Max and Heart Max. Head back to the last Gear Room and exit top left. Keep heading left and, in the room with the swinging pendulums, smash the wall and enter for more items. Climb up to the left exit and prepare for yet another boss encounter.







BOSS 5: KARASUMAN

Not the toughest boss you'll face in Dracula X, but watch your step. Wait for her to stop flying and land and then hack away with both primary and secondary weapons. Dodge the crows and blue energy spheres she throws and you'll have her beaten in no time at all. Collect the item she drops and exit to the left.





ORLOX'S ROOM

Go back to the huge clock where you met Maria (see last issue) and climb up the left-hand tunnel. Go through the door on the left to enter Orlox's Room. Climb up the stairs until you reach a room with a Spectral Sword (P25). Break through the lower right wall and collect the items in the long passageway. Back in the sword room, take the upper right exit, for a few more items and a transporter as the end of the passage. Note: You can't really progress any further unless you have the Bat Item. Fly up the shaft and follow it along to the left. Drop down into a huge room and fly to the first room on the right for a Save Station. Drop down to the next room on the right and collect the Sword Card item.

On the floor of this huge room, make your way across to the left, and through the door. Beyond lies a wall held in place by a gold statue. Smash this and you now have access to The Chapel (P22). As you head back to the main room, smash the ceiling and fly up to collect the Fairy Card 2. In the main room, take the upper left exit and ready yourself for a tough boss (P26).













▲ The evil Orlox. Challenging, but the adventure's not over!

BOSS: ORLOX

This monstrosity attacks in a number of devious forms so you'll need decent armour, secondary weapons and plenty of healing items if you hope to survive. After its initial attack, follow Orlox around, getting in as many hits as possible. When he changes into his green form, hit him with everything you've got. Once defeated, head to the left and collect the Bat 2 Item (complete with cool sonar beam!).

TO BE CONTINUED!

Tips Megathon!

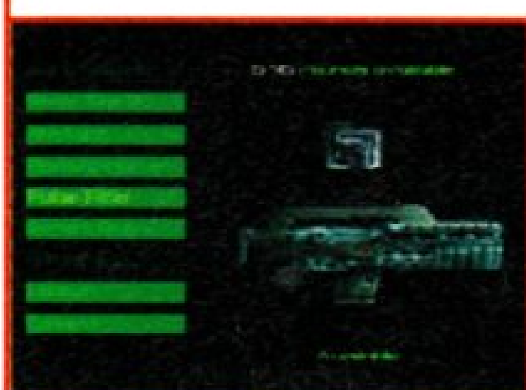
The Complete A-Z Part One

Every tip we've ever printed - collected, sorted and presented here as the biggest and best Saturn tips guide in videogaming history! It's a mammoth task, and one we hope new Saturn owners, new readers of SEGA SATURN MAGAZINE and any lunatics who missed the odd back issue, will appreciate. If a game isn't mentioned here, it probably doesn't HAVE any tips!

ALIEN TRILOGY

These excellent cheat modes are accessed by entering these codes as passwords on the standard password entry screen. Once you've entered a code, a message will appear to let you know that the cheat has worked.

For a level select, enter the code **"FLYTo??"**, but replace the **"??"** with the level number that you want to warp to. Exit the password screen and begin a new game.





To make yourself invincible, enter the code **"FVNKYG1BBoN"**. Now start the game and you'll take no damage.

To get all of the weapons from the start of the game, enter the code **"F1SH1NGFoRGVNS"**. As you can guess, you'll start with all the weapons.

To give yourself maximum ammunition, enter the code **"F1LLMYPoCK1TS"**. Again, it's pretty obvious what that will give you.



▲ **Alien Trilogy too tough for you, eh? Then try out some of these cheats to access later levels, weapons and invincibility.**

AMOK

BONUS MISSION

In phase two of the first mission, complete your objectives, and then head south. Hunt around and you should find an alternative exit that takes you to an extra mission.

LEVEL SELECT

Enter your password as **ZZZCYZ** and you should be able to start on any level you like.

EXTRA RAPID FIRE

Enter your password as **YAYAYA** (a voice will say 'correct' if you've done it right), and your ship will have rapid fire right from the start. And when you pick up a further rapid fire icon, your firing speed will be boosted even more!





LIVE FOREVER

More password fun, as players entering the code: **XBABYX** will be prevented from dying.



ANDRETTI RACING

Phat Car Mode

Enter **PHATCARS** on the registry screen to get 'Phat' Car Mode.

Even more secret cars

In the Career mode, enter the name **GOBEARS!** to receive seven secret stock cars.

Press Start Car

Enter **PRESSSTART** on the registration screen to get the Press Start car.

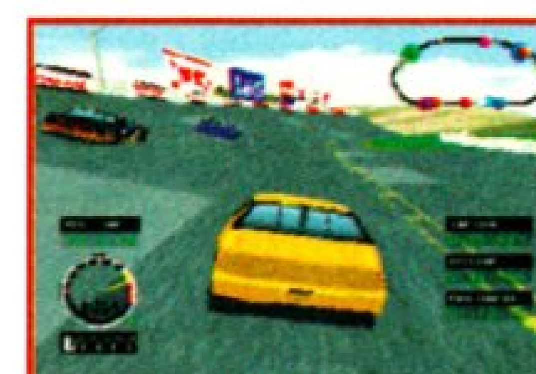
Wire frame Mode

Enter **WYRED** on the registry screen to enter a cool wireframe mode

Secret Cars

Why not try entering the name **"GOBRUINS!"** in the Begin Career option to reveal a further six hidden cars.





ATHLETE KINGS

Control the Blimp
In the events where the blimp appears, the second player can control its circular motion with the **Top Right button.**

Shotput Tip
When doing the shotput, let your player's power bar reach the far left, but don't press the action button. Instead, **roll the D-Pad around** (as though you're doing the discus) and you'll spin around before releasing the shotput.

Another way to high jump
After selecting your height, **press left or right** before you start running. The camera should change angles and show another way of jumping.







Shift Cameras in Shot Put
After throwing the shotput, **press Left or Right** to shift the camera angles.

Hopscotch the 100 meters
At the start of the 100 metres race, as the announcer's voice says the course numbers, **roll the D-Pad around anti-clockwise** and **press X.** Your character will now do a hopscotch all the way down the track!

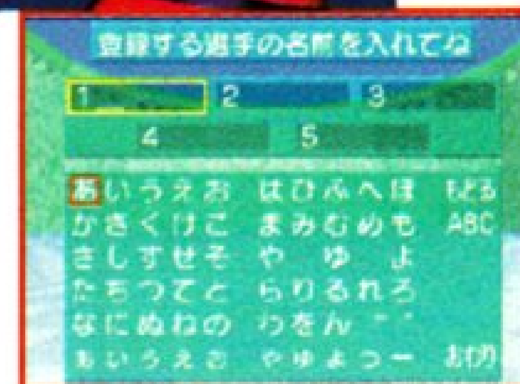
Extra Player
To get the hidden character, play in Arcade Mode and get a score over 8000. Go to the main menu and **hold the X button** while choosing your game mode, and you can select the new athlete. NOTE: This only appears to work on the Japanese import version, known as Decathlete.

BAKU BAKU ANIMAL

One of the options not usually available in the UK version of the game is the League Mode. To access it, go to the title screen and press **B, A, C, Up, B, A, C, Up, then press Start.** The new option will now appear. The only problem with it is that it hasn't been translated from Japanese and is very difficult to understand. Another added bonus for the UK version only is that there's a hidden dance remix of the Baku Baku Animal music on the game CD! To hear it, go to the Saturn's CD player and play track 24!



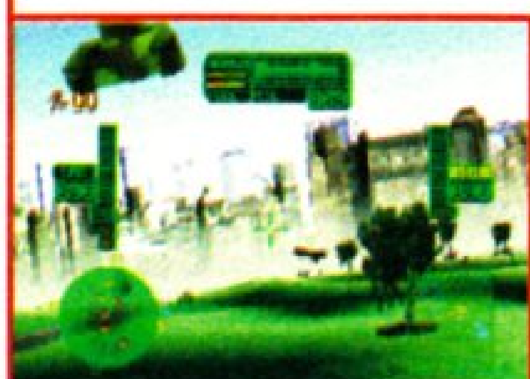


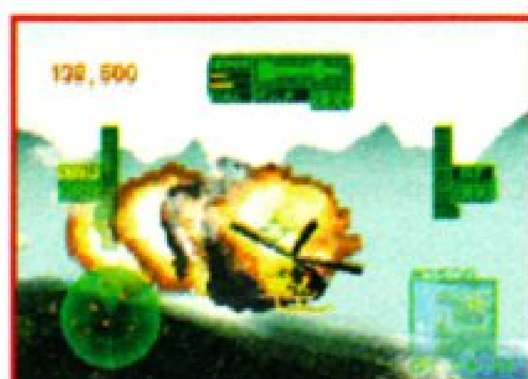


▲ Cutesy Tetris-style fun from arcade legends AM3!

BLACK DAWN

LEVEL SELECT
Finding Electronic Arts' chopper challenge a little too tough then, eh? Well try this. At the "Press Start" screen, press and **hold C,** press and **hold B,** press and **hold A,** press and **hold Up,** press and **hold L.** Then **release A,** then **C,** then **L,** then **Up.** You'll hear the phrase "Blackhole engaged." During the game, press and **hold A, C, Up, L** to skip to the next level of the game.





BLACKFIRE

Enter all of these cheats on the title screen:

Full energy and fuel
Press **L, A, Z, Y, A, Down, Down.** Then **press Start twice** during the game to refill.

Level Skip
Press and hold these buttons in order: **C, B, A, Up, L.** Then release them in this order: **A, C, L, Up.** Now, when playing, **hold A, B, C, and Up,** then press **L** to skip a stage.

Invincibility
Press and **hold A, B, and C,** then release them in this order: **C, B, A.** Now **press B, A, B, Y, then hold X.** Now **press Up,** then **hold Down and release X.**



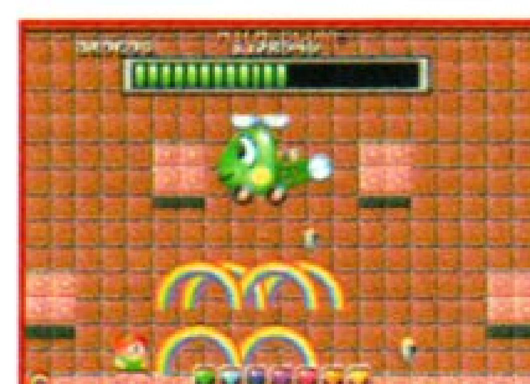
View FMV
Another handy little cheat to play around with. Go to the title screen and press Start, then press **Z, A, Z, A, B, A, B, Y, C, A, C, A.** This will let you watch all of the FMV sections from the game.

BUBBLE BOBBLE + RAINBOW ISLANDS



Here's a handy little level skip for these two great games. On the title screen press, **Down, Up, Down, Up, Right, Down, Left, Down, Up, Down and Jump.** This will activate a Level Skip mode.





▲ Bubble Bobble and Rainbow Islands – two of the best platformers in videogames history on just one disc!



▲ Use the rainbows to reach higher platforms or kill meanies. Or use the level select code to cheat.

BUG



Level Select

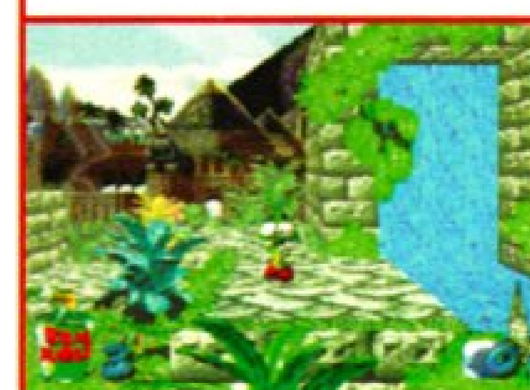
The level code for Bug is **BABYSEALS,** spelled when the following buttons are pressed **B, A, B, Y, (D-Pad down), (D-Pad Right), A, (Left Shift), (D-Pad Down).** Do this on the Start/Options screen and you should hear a noise indicating success. Now on any level, **hold down the Top Left button** and **press Up or Down** to go up or down a stage.



BUG TOO!

CHEAT CODES

LAZY WEASEL - This is the level select code
LAWLESS - Makes Bug fly around his insect world
REAL EASY - Makes Bug invulnerable





BURNING RANGERS

PLAY AS BIG

To play Mission One as Big, enter the password **3BIG2BPLCK** at the mission selection screen. To play Mission Two, enter the password **VZ5BIG5PGW.** You need to have completed the game first.

PLAY AS CHRIS

To play Mission One as Chris, enter the password **DH5CHRIS5H** at the mission selection screen. Once again, this only works after you've completed the game.





PLAY AS IRIA

To play Mission One as Iria, enter the password **HTL2IRIA5O** at the mission selection screen. Completion requirements are in place.

PLAY AS LEAD PHOENIX

To play Mission One as Lead Phoenix, enter the password **GS4LEAD2ZU** at the mission selection screen. To play Mission Three, enter the password **2LEAD6DHUY.** But only [chorus] "After you've completed the game."





TILLIS WITH MAIN THEME

Enter the password **NM3TILLIS5** to play as Tillis with the ace Burning Rangers theme song playing over the station loudspeakers.

SOUND TEST

Complete the game, then enter the password **NAV-IXXTEST** in the mission select screen to open the amazing ability to, quite literally, TEST the SOUND! BGM 12 is my favourite.

EXTRAS

PC or Mac-owning readers should know to do this every time by now - check the CD for some cool artwork in the 'extras' folder.

BUST-A-MOVE 2

If you input the code **X, Left, Right, X** at the title screen, you get to play on Bubble Bobble-esque backgrounds. A character appears in the bottom right-hand section of the screen indicating that the cheat works.

Also, if you play the game during December, the intro sequence has different music and is all Christmasy. If you want to get back into the festive spirit, just change the date in your machine to December and start the game up.

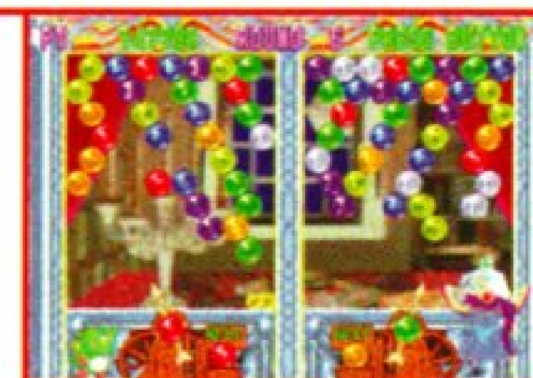




BUST-A-MOVE 3

Just a little code for this dead groovy puzzle game to fill this gap on the tips page, and also one that should give solo players a bit more of a challenge:



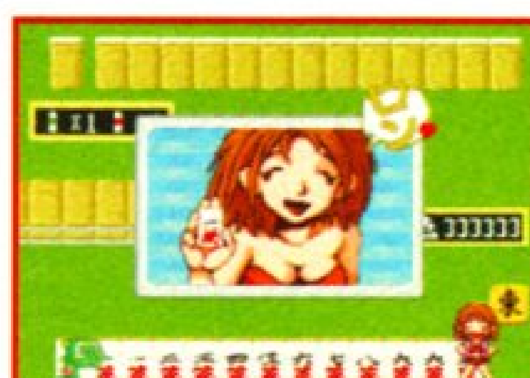


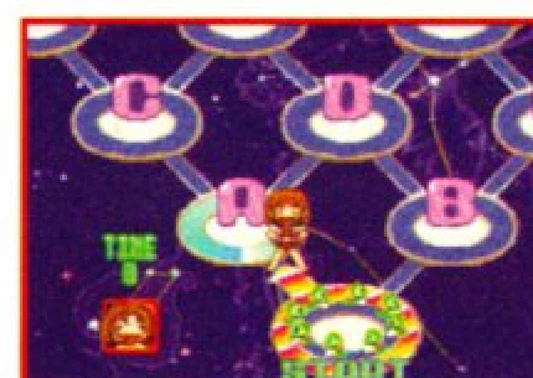


▲ Yeah, it's basically the same as Bust-A-Move 2, but it's still well-worth a look.

EXTRA PUZZLE WORLD

At the title screen, **press A, Left, Right, A,** and the extra world should be available to play. A little cartoon character will appear in the bottom right corner of the main screen if you've got it right, and the phrase 'another world' will appear on the puzzle select screen.





▲ You can probably pick this up for a tenner and it's a damn-sight more playable than many Saturn games.

CHRISTMAS NiGHTS

HOW TO OPEN THE LAST PRESENT

If you're playing in the 'Christmas' mode, the last present cannot be opened. Why not? Because this is the present that turns 'Winter' and 'Limited Edition' NiGHTS into the Christmas version of the game, so it obviously has no use when you're in the Christmas game. Comprende?





SPECIAL DATES

You already know about the date specific options, so here's the complete (as far as we know) list of special times and dates:

25th December - Father Christmas!
1st January - Happy New Year!
14th February - Valentine Hearts
1st April - April Fool - Play as Reala (you need to complete a normal game as NiGHTS first)
31st October - Halloween
31st December 2099 - Fluorescent snow!

The time of day also has an effect on the scenery in Christmas NiGHTS. Try playing the game at these times of day (or changing the Saturn's clock) to see some different things falling from the sky:





9:00am - Crescent Moons
12:00pm - Purple Confetti
3:00pm - Sweeties!
6:00pm - Weird stars
12:00am - Hearts

BONUS IMAGES

Put your Christmas NiGHTS CD into a CD-ROM drive of a computer to find some hidden images.

CLOCKWORK KNIGHT

STAGE SELECT

At the title screen (while press starts button is showing) **press left, up, right, down, right, right, up, R button.** The stage name appears - now you can press up and down to choose a stage.



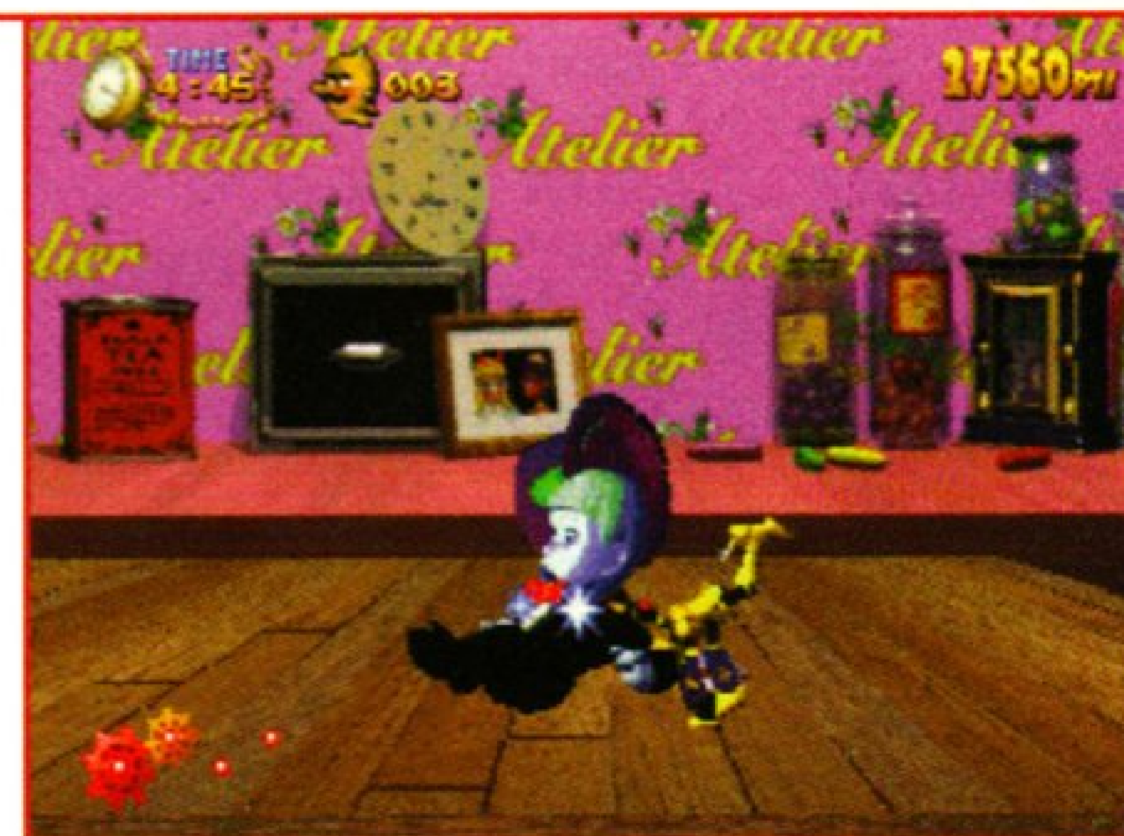
FINAL STAGE

After entering in the stage select code, **press left, right, right, up, tight, right, up, down, right, right, up, R button.** Press up twice to find the stage that says Last Boss.

999 LIVES

At the title screen (while press start button is showing) **press up nine times, right nine times, down six times, left seven times, Z, X, Y, Y, Y, Z.** You will know the trick worked when you hear the opening theme song playing from the beginning again.





▲ As one of the very first Saturn games to emerge in Japan, Clockwork Knight wasn't really up to much.

MILLION-POINT BONUS

Finish stage 2-2 in under 30 seconds to get the million-point bonus.

CLOCKWORK KNIGHT 2

STAGE SELECT

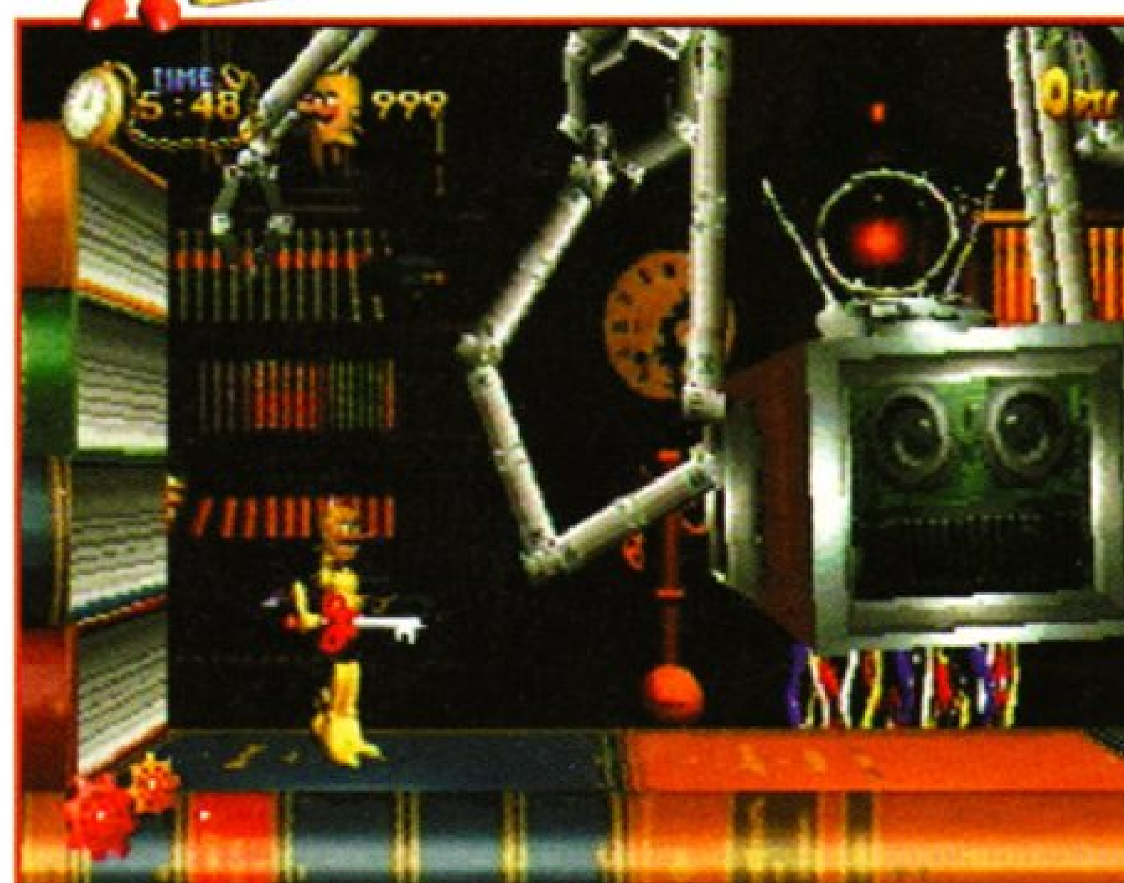
To get through to the later stages, at the Title screen press on the D-Pad **right, up, left, up, right, up, down, up, left, up, left, up.**

999 LIVES

At the title screen press on the D-Pad **right, up, left, down, right, down, right, up, left, down, right, down.**



▲ CK2 was quite an improvement over the original.



▲ It's a tough game, so 999 lives might come in handy.

WATCH THE ENDING

At the Title screen press on the D-Pad **right, up, left, up, down, up, right, left, up, right, left, down.**

PLAY THE MINI GAMES

At the bosses galore menu, on the d-pad press **up, up, right, right, down, down, left, left, x, y, z**

WATCH THE HIDDEN MOVIE

After you finish the bosses galore with a ranking of Expert or Master go to the movies menu. Movie #16 is now available.

CHANGE THE TITLE SCREEN

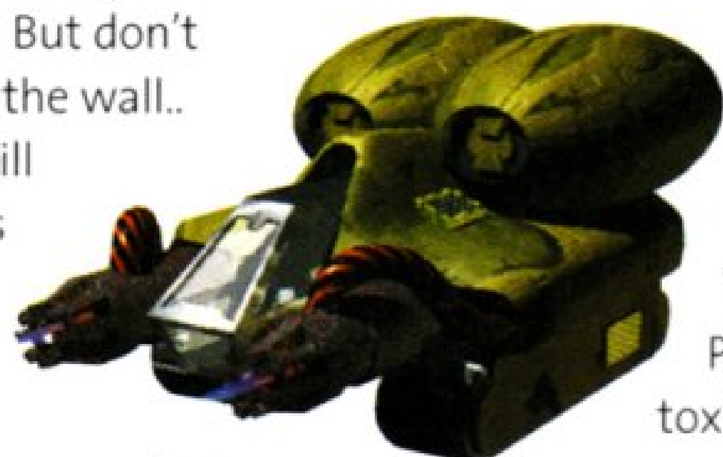
Change the Saturn's internal clock to a popular holiday such as Christmas for different title screens!

HIDDEN OPTIONS

Get all four hidden playing cards on each level (there are 32 in total) to get a hidden options screen.

COMMAND AND CONQUER

If your enemy is constantly sending units to attack your base, build a sand bag wall FULLY SURROUNDING their base. The enemy will not progress further than the wall, and therefore they can't attack you or get tiberium! But don't put your units too close to the wall.. otherwise the computer will attack. Build up your forces for one mass attack to destroy your enemy.



Enter these by pausing the game first:

NUCLEAR BOMB
Oh yeah! Easy access to the Nuke is provided by pressing **ABCLDRULDRUA.**

ION CANNON
Simply press **ABCLDRULDRUB** for some full-on ionised destruction.

AIR STRIKE
Nothing beats a good air strike. Press **ABCLDRULDRUC** to witness the power.

ORCA LASER
You'll need to have built an Orca first, then press **XYZRDLURDLUX.**



EASY MONEY
No, not a description of my job, but a code to gain an extra $5000 in the game. Press **RLABCZYXRL** for the extra cash.

REVEAL MAP
Press **UDRLAUDRLA** to show the full area map.

TOXIC LAB
Press **CRAZYBUBBA.** Now players can build a toxic lab to create particularly nasty Visceroids.

EXTRA UNITS
After you've built a power plant and a barracks press **YABBADABBADU.** You can now build you your heart's content.

MISSION CODES
We've just received the mission codes for every level in this excellent game, so if you're having having hassles with some stages why not simply skip over them?

GDI: Global Defence Initiative

Mission 2:	0BK0S97W5
Mission 3:	A6MGEHM8T
Mission 4:	TGDD2AM6Z
Mission 5:	D89BJ1OAJ
Mission 6:	LCTL6D03P
Mission 7:	8KYJ6Q2CD
Mission 8:	OSKUUK6HX
Mission 9:	WW44HWIA3
Mission 10:	0ZWO53T3T
Mission 11:	WWMVVNVXP
Mission 12:	4L2RI96JQ
Mission 13:	4L299NJDW
Mission 14:	DQRUAZ58W
Mission 15:	UYV0XP63M
Mission 16:	EQRGN2JXS
Mission 17:	X0FJIEZ5F
Mission 18:	6M7UH52PM
Mission 19:	6M7C8JFJS
Mission 20:	WH0Q1Z401



Mission 21:	ODGYNAGT7
Mission 22:	4L29BWIAP
Mission 23:	K8APUCM0X
Mission 24:	SCUZHSYT3
Mission 25:	K8A733AM9

Brotherhood Of Nod

Mission 2:	WW44YSETB
Mission 3:	ZIE3P536D
Mission 4:	HPYBF3NEG
Mission 5:	BPH8RP2GF
Mission 6:	3LXGVRRNL
Mission 7:	8KGA2PCRK
Mission 8:	E5B0FWYER
Mission 9:	OTLT6IECJ
Mission 10:	MB34D8JPR
Mission 11:	0GERBWS3T
Mission 12:	WWMD4T00K
Mission 13:	SCUHO3BTQ
Mission 14:	ZG0WCIT3D
Mission 15:	RCG4YT5WJ
Mission 16:	K8SYXSKO5
Mission 17:	ZGINQUAJNO
Mission 18:	J8E3GNWHU
Mission 19:	K8APBKA8G
Mission 20:	C4QXXVM1M
Mission 21:	WF4S9X0ZW
Mission 22:	RXLAVC2DT
Mission 23:	Z15KIOE6Z
Mission 24:	VHDO2YPZ5

COURIER CRISIS

BONUS LEVEL
More Courier Crisis is a bonus? Surely some kind of cheat to remove levels would've made a better option. Oh, well. **Press Right + Z** at the neighbourhood selection screen for more Courier action!

RUDE GESTURES!
Not very sporting, but pressing **Left + X** makes the rider give the 'finger' to passing traffic!

ALIEN RIDER
Damn those aliens. They come over here, take our jobs, sleep with our women, mutilate our cattle, abduct our children, put devices in our brains and now they're taking over our games! Enter **XFIFTYONEX** as a password to access the alien rider.

GORILLA RIDER
Damn those gorillas. They come over here, eat our bananas and... er, never mind. Enter **SAVAGEAPES** as a password to play in Lee Nutter mode.



▲ Input the simple code to play as the alien rider.

FREE MOVEMENT
This takes away the time and movement limits, allowing players to go wherever they like. A bit like Doctor Who, but with a bike instead of a Tardis. Enter **CCOALIKBJJ** as a password.



▲ Geez, you're really scraping the barrel if you own this.

LEVEL PASSWORDS
Hey you crazy kids! Why not make Courier Crisis an even more enjoyable experience by bypassing huge chunks of the game altogether! Enter these level passwords to check that later levels are just as poor as the earlier ones.

1. EFLCIFCGKJ
2. IFLCIFCCKI
3. MFLCIFCOKJ
4. AFLCIFCKKJ
5. FHCLFIGCJL
6. FLCLFICCIL
7. FPCLFIOCJL
8. FDCLFIKCJL
9. KFLCIFCGII
10. OFLCIFCCI
11. CFLCIFCOIJ
12. GFLCIFCKIJ
13. FFCLFIGCJJ
14. FJCLFICCIJ
15. FNCLFIOCJJ

CROC

Croc makes us smile when we see his happy face. Especially Matt, who was the lucky fellow who put together the Croc play guide. Matt still gets a funny look in his eyes and starts shaking when we mention Croc, that's how much he loves him! Here are the level passwords (hold down X+Y+Z at the Press Start screen, and input these codes with the D-pad).

World 1 Boss 1 - UURRUDULRDRULDU
World 1 Boss 2 - UDRRULULLDLDLDU
World 2 Boss 1 - UUURULULLDRDLDU
World 2 Boss 2 - UURRUDULUDLULDU
World 3 Boss 1 - UDURUDULUDRULDU
World 3 Boss 2 - UUURULULDDLDLDU
World 4 Boss 1 - UURRUDULLDUULDU
World 4 Boss 2 - UUURUDULRDDDLDU
Complete level select - LLLLDRRLLDRDLUR

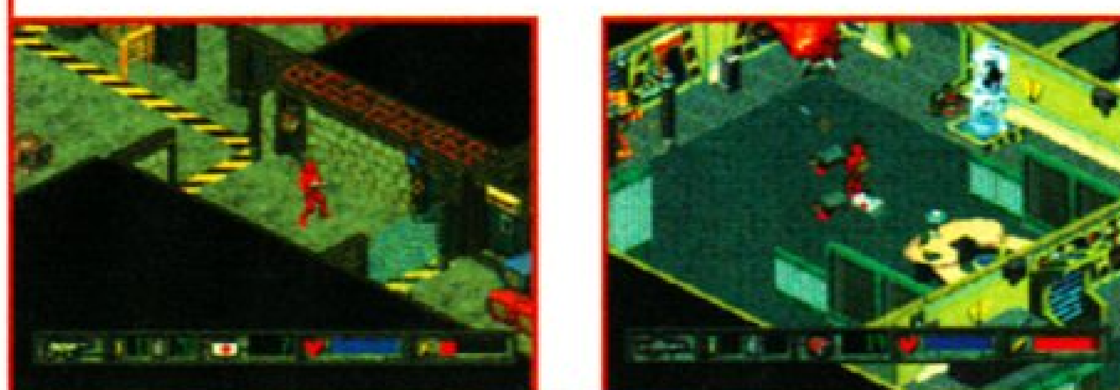


CRUSADER - NO REMORSE

The level passwords for EA's futuristic isometric shooter were printed waaay back in issue 20, but some extra little tips have now come our way. Just remember not to show any remorse, that's very important.

MAXIMUM HEALTH AND ENERGY

Select 'Load Game' at the main menu, then pick 'Teleport to Mission.' At the password entry screen, enter LOSR as your password - you'll get an invalid password message. Start a new game, and at any time press A+B+C to be boosted up to full health and energy.



MAXIMUM WEAPONS

After inputting the above password, you'll also be able to **press X+Y+Z** to be given a full selection of ammo and equipment, which unless we're very much mistaken, will turn you into a fully tooled-up psychopathic killing machine.

PASSWORDS (EASY LEVEL)

Level 2 - FWQP	**Level 9 - M4FX**
Level 3 - PLRQ	**Level 10 - X5GZ**
Level 4 - SZNF	**Level 11 - C6HO**
Level 5 - TD5S	**Level 12 - D7J1**
Level 6 - J1BT	**Level 13 - F8K2**
Level 7 - K2CV	**Level 14 - FGL3**
Level 8 - N3DW	**Level 15 - JFM4**

To see a picture of the development team (fame at last, eh lads?) enter the password **LRTN**

DARIUS

These cheats should be performed on the title screen with "Game Start" and "Option".

ABNORMAL DIFFICULTY

For a special "Abnormal" difficulty, **hold X and press Z, C, L, B, Left, R, L.** Go to the option screen to find the new setting.

NINE CREDITS

For lots of credits, nine actually, **press X, A, L, R, Left,** then **hold L and press X, C, Z, A, Right, Right.** Start the game and each player will have those nine credits.

RAPID AUTOFIRE

Press these buttons to get rapid fire for your ship – **Hold X and press Z, C, L, B, Left, R, L.**



DARK SAVIOR

There are five different quests - or Parallels - to find in Dark Savior. Notice the timer in the corner of the screen. Completion of the level at different times takes you to different parallels.
PARALLEL 1: Complete the level after 4:30.
PARALLEL 2: Complete the level between 3:30 and 4:30.
PARALLEL 3: Complete the level before 3:30.
PARALLEL 4: Continues straight after Parallel 3.



▲ Cool isometric RPG action in Dark Savior.



PARALLEL 5: Also between 3:30 and 4:30, but lose the fight in the Captain's quarters.
We've had loads of calls for Dark Savior guides over the past few months, but this is all you're getting!
Also, on the mine cart race on Parallel 2, you can switch views. Use the right-shift button for a first person perspective of the event and switch back with the left shift.

EXTRA POINTS

To get 4,294,967,293 Bounty Hunter Points first go to Death Valley where the green spiked balls are flying over the platform. Be sure to have in between 70 and 90 points but not at 80 or the tactic will not work. Be sure to save your game in case if you don't do this right! Next hit yourself on the green balls until you have 5 HP and do not fall in the water. Next stand by the edge and let one of the green balls knock you into the water. When Jack helps you out you will have 0HP but you will still be alive. Ask jack twice to refill your life and you will have between 10 and 30 HP. Go back to the green balls again and it will drop your life down to 75 from 80. Then refill your life again (do not use the meat). If you had 10-19 then when you go back to the menu there will be all of your new BH points! If you had 21-30 then just get hit again and refill then all the points will work! Go ahead and fill up to have a maximum of 200HP instead of 80! If you find out it didn't work, go to another fight earn more points and repeat the steps, but it mostly works on the first time!





DARKLIGHT CONFLICT

This handy little cheat provides access to all levels, an invulnerability option and even a smart bomb. First, go into the Options screen and **press Down, Down, Up, X, Left, Left, Top right, Top Left, Start.** This should add an extra option to the main menu, descriptively titled 'Extra'.



DAYTONA CCE

To get a hidden mirror mode, you must first finish all of the tracks on Hard difficulty. Then go to the track selection screen and **hold X + Y + Z and press A or C** to flip the track. When you race now, everything will be reversed, so that all right-hand bends have become left-hand bends, etc.







To get the original Daytona Hornet car, finish all of the tracks on Medium difficulty in first place. The new car is brilliant in every area.

To get the first horse (called Uma) you must come in first place on the first two tracks, on Hard difficulty in an Endurance Mode race. The horse loses no speed at all on the grass.

To get the second horse (called Uma 2, funnily enough), you must come in first place on all tracks playing as the first horse (Uma). All of the options should be on their default settings for this.

DAYTONA USA

Play as the horse

In the options set the difficulty to normal. In the mode select screen choose Saturn mode. Place first in each of the three difficulties on each track. After winning the third track, scroll until you see "horse."

Karaoke mode

Set number of laps in option screen to normal. Exit options and choose arcade mode. Then selecting a course keep pressing up and choose a course with the C button.

Music selection

In the option screen choose Key Assign. Choose type B for the controller setting. While choosing any track and car press and **hold A, X, Y or Z** depending on which song you want to play. Hold the button until the game starts and listen to the song you selected.



Rocket start

While at the starting grid of the Advanced or Expert courses, **hold B (brake). Now press and hold C (accelerate).** While accelerating, keeping your RPM between 6500 and 70. When the race starts, let go of the brake, but keep holding the accelerator. Get ready to fly by your opponents.

Make Jeffry do stupid poses for you

On the Expert course, drive up to the statue of Jeffry, and stop in front of him. **Press the X button rapidly** so he turns, and stands on his head.

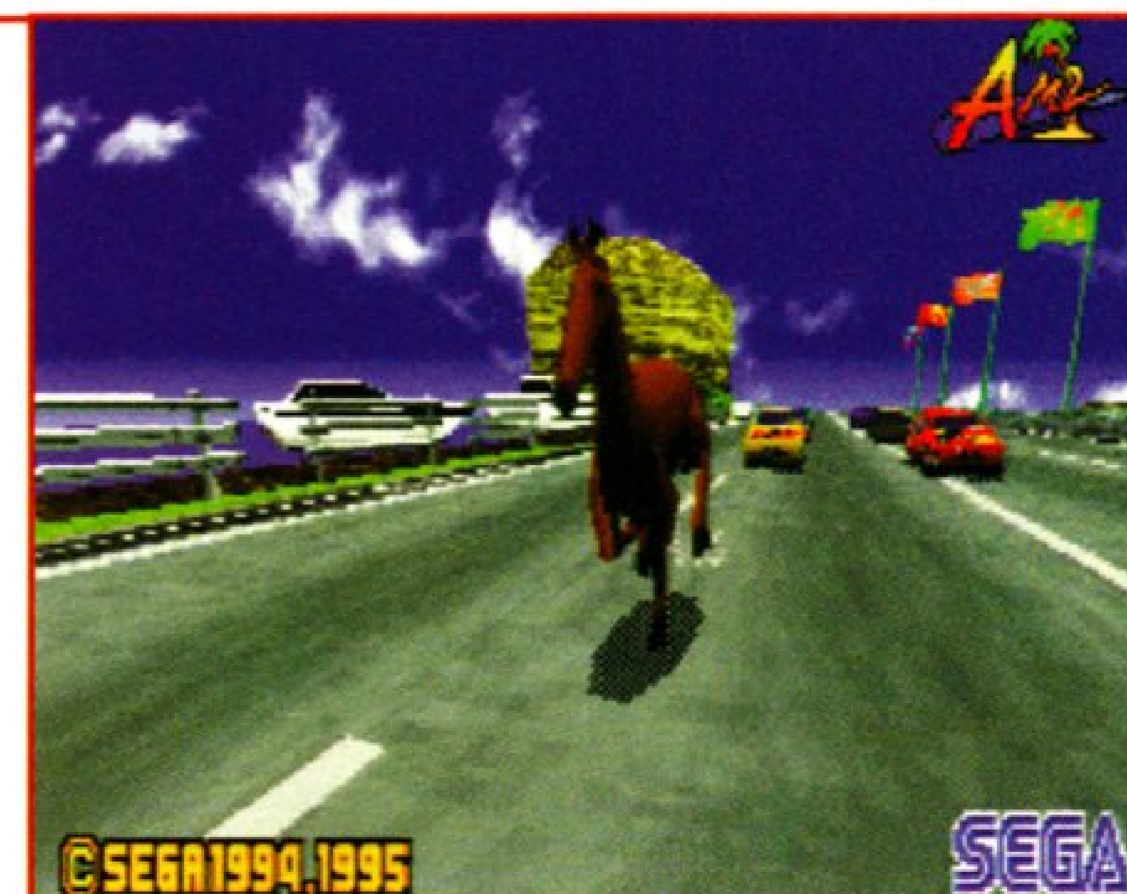
Hear old soundtracks

Finish any race on any track. As you put in your high scores, try one of these for some old Sega music!

SEX A.B BNB DST E.R EXN GDA G.F GLC GPR DYN H.O KOS LGA O.R ORS P.D P.P QTT R.M S.C SDI S.F S.H SHO SKH SMG T.B TET TOR V.F VFT VMO V.R .KK DEK YAN M.M KOU HSB TAK KAZ ASA YOJ YUI NAK MIT OKA TRS H.S OSI JIM IGA ANI V.C K.J MAS KEN AKI ISO AO. KAG YAM KAO SAO NAG VME A.Y J.B S.B PAI K.M W.H J.M LAU V.R V.F

Make the tyres disappear in the Demo

Begin a new game and then straight away, enter the pit. Before the new tyres are put on, and while the old tyres are off, **press A, B, C, and Start** to reset the game. Now let the Demo run.



Car Select

At the title screen **hold down/right with L, R, C, Y.** Once you have all of those buttons pressed down, hit the Start button.

Horse Button Cheat

At the title screen, **hold up-left, A, B, X, Z, and press Start.** You can now choose the horse.

Helicopter View

Choose Saturn Mode, next choose a track. Hold down Start as you choose a car to race in Time/Lap mode. After finishing the race, choose 'yes' to watch the replay. Press R at anytime to see the race from a helicopter view.

Speedometer Change

At the title screen, **hold down x+y+z on controller 2 and hit Start on controller one** to change your speedometer to kilometers.

Maniac Mode

To access this, wait until the opening demo is complete then, when the Sega Logo appears, enter the following: **Up, Up, Down, Down, Left, Right, Left, Right, A, B, C.** If it is done correctly, you will hear a sound and this mode will allow you to play an extremely hard version of Daytona.



▲ Hmm... not quite sure why there's a horse cheat in there.



▲ Make Jeffrey spin around for no reason at all.

DEAD OR ALIVE



GET EXTRA COSTUMES
Complete the game with a character to gain their first extra costume. Then complete the game again wearing that cossie to get the next one. Repeat until bored. Do this with Kasumi first - she's the one with the skimpy bikini!

FULL DANGER ZONE
Hold Top Left and Top Right while selecting your fighter. This will turn the entire ring into an energy-sapping Danger Zone.

PLAY AS RAIDOU
Tough. Set the options to their default settings and complete the game with every single character.

ACTION REPLAY ACTION
After winning a round, quickly **hold down the A+C buttons.** A replay option will now appear - **hold the B button** to rewind, and release it to resume play.

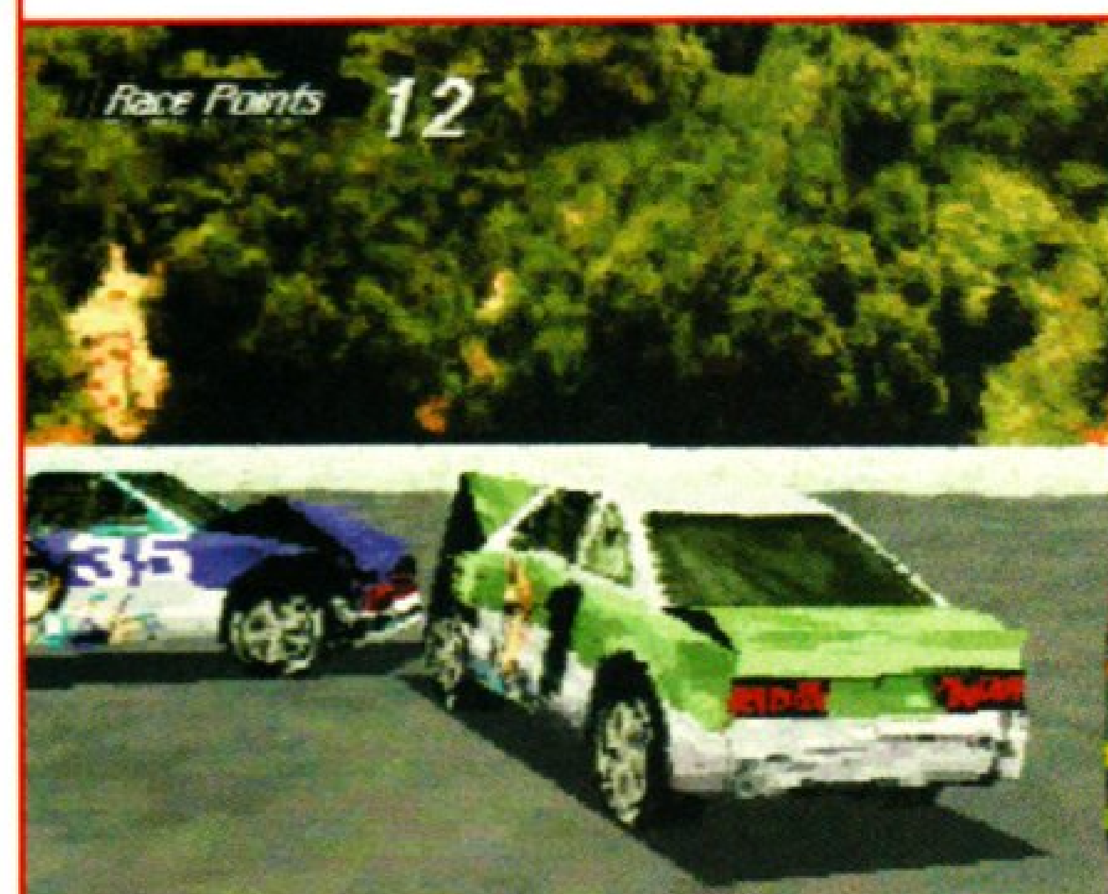


▲ Delicious gravity-defying globes of flesh. Mmmm......

BONUS IMAGES
Fancy ripping-off some of our showcases? Perhaps you run a crappy fanzine and want to use some of our cool artwork for nothing? Whatever your motives, there's a folder called 'Omake' on the CD which houses some great examples of Tecmo's art skills.

DESTRUCTION DERBY

Hey kids, Destruction Derby too tough for you? Does your car fall to pieces before the end of the race? Then try inputting **!DAMAGE!** as your name in the Championship Mode to get an indestructible car. Your name becomes CHEAT, which indicates that a) you're a cheat, and b) that the code has worked. Cool, eh?



▲ Hey, whatever happened to the much improved sequel?

DIE HARD ARCADE

Extra Subs in Deep Scan
At the main menu, **hold X+Y+Z and select Deep Scan.** Keep these buttons held down, then when the game starts you'll have even more subs, which makes the game even more ludicrously easy.

Faster Subs in Deep Scan
At the main menu, **hold X+Y+Z+A+B+C and select Deep Scan.**

Extra round
Have you completed it in two-player mode yet? If not, rope in one of your mates (or your mum) and complete it with both players. Now when the game ends there's an extra one-on-one battle where the two of you fight over who's going to be the girl's new bodyguard.

Hardcore Mode
At the main menu, highlight Die Hard Arcade, then **press and hold X+Y+Z+B.** You should find that when you start you'll have four credits, plus the game will be a little bit harder.

Helicopter Kick
To do the special helicopter kick, **press A+B+C** at the same time.

Remixed Soundtrack
While playing, **press X+Y+Z+Start** simultaneously. A new version of the soundtrack should now start playing.



BASIC MOVES	METHOD
Punch:	P
Kick:	K
Jump:	J
Low Punch:	Down + P
Low Kick:	Down + P
Run:	Tap and Hold (Right or Left)
Grab:	Touch any enemy
Uppercut:	Hold Left or Right, P, P, P
Foot Sweep:	Hold Left or Right, P, P, K
Turning Back-fist:	P, Hold Left or Right
Turning Sidekick:	K, Hold Left or Right

JUMPING ATTACKS	METHOD
Shoulder Slam:	J, Down + P
Knee Slam:	J, Down + K
Double Jump Back Kick:	Hold Left or Right, K + J
Spinning Attack:	J + P + K
Double Hammerfist:	J, hold P
Jump Kick:	J + K
Drill Kick/Flip Kick:	J, Hold K

THROWS	METHOD
Pile Driver:	K, K, P, P, K
Arm Throw:	K, K, P, P, P
Monkey Throw:	J, K
Frankensteiner:	J, P

SPECIAL MOVES	METHOD
Vertical Back Kick:	P, P, P, K
Jump Back Spin Kick:	P, P, P, P, K
Stun Palm:	Hold P, Release
Backflip Kick:	Hold K, Release
Leap Kick:	Run + K
Tackle:	Run + P
Dragon Uppercut:	P + J
Dashing Elbow:	P + J, Right or Left





WITH WEAPONS	METHOD
Handgun or Machine Gun Fire:	P
Crouch and Fire:	Down + P
Kick:	K
Fire Diagonally Down:	J, P
Turn and Shoot:	Face opposite direction + P
Dragon Gun Uppercut:	P + J
Handcuff Arrest with gun:	Grab, P, P
Hog-tie Arrest with gun:	Grab, K, K
Double Kick Head Smash with Machine Gun:	K, K, P
Double Sweep Uppercut with Machine Gun:	Hold Down, K, K, P

MOVES WITH BROOM & PIPE	METHOD
Triple Spin High:	P, P, P
Down-up Crosswise:	K, K, K
Low Sweep:	Down + K
Pole Vault:	Run + K
Joust Attack:	Run + P
Dragon Pole Upper:	P + J
Jump Forward Sweep:	Double Tap Left or Right, K

WITH AXE, KNIFE & MISSILES	METHOD
Jab/Fire:	P
Slash/Kick:	K
Triple Poke:	P, P, P
Low Triple Slash:	K, K, K
Low Slice:	Down + K
Super Drop:	J, Down + P
Dragon Axe Upper:	P + J
Turnaround Swing:	Face opposite direction, P or K
Anti-Tank Rifle Fire:	P Downward Swing: K
Turnaround Swing:	Face opposite direction, P or K

DIE HARD TRILOGY

On the second wave of Die Harder, throw a grenade just as you start to see people firing at you. If done correctly "M16" should flash across the screen. Now you have the M16 as a default weapon! Also try:

Friendly Fire
When starting a new game, shoot the first two moving police cars. **"Major Disaster"** should flash across the screen. Now the Policemen should be firing at you for a short time.

The BIG Code
While loading, enter **C, A, B, B, Y, C, A, B, B, Y (CABBYCABBY)** on the Die Hard legal rights screen. You should see a white flash indicating that the cheat has worked. Now start any game and press pause.





You'll now see that a cheat menu has appeared, enabling you to skip to any level and to become invincible. Hmm... that's better than a hand shandy.

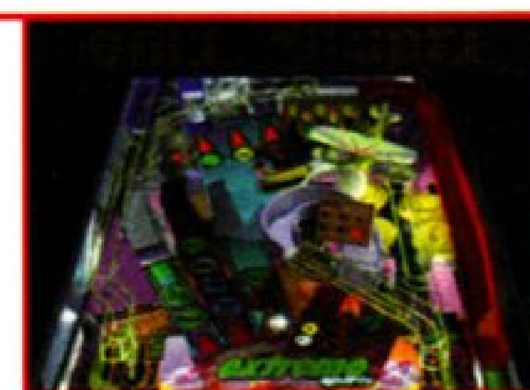
DRIVE THE BABY PRAM
It may sound wacky, but you can actually drive a Baby Pram in Die Hard Trilogy! To do so, make it 68% of the way through the "Die Hard With A Vengeance" level that features the "Rain" effects. As soon as you're able to drive, turn around (do a 360) and a cop car should go speeding by. Follow it. You will lose sight of him after he makes a left turn, but your indicator will show a blue arrow in the direction the cop went. Follow it and find a parking lot with an extra life and a time bonus (you will need it by the time you get here). The Baby Pram is located in the parking lot.

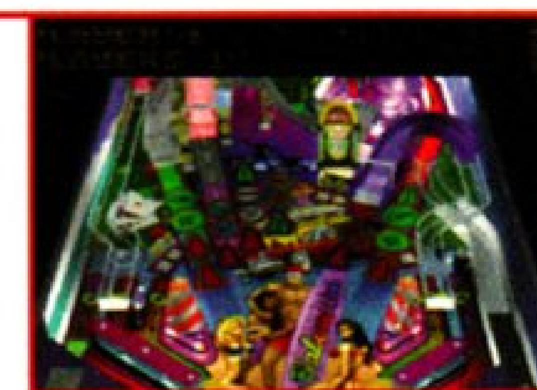


DIGITAL PINBALL

These cheats should be entered on the title screen with "Press Start Button" on it. They give you a variety of messages, like the programmer credits, the version dates and other exciting features.

Give these cheats a go:
Credits - C, B, A, A, B, C, Y, Z, X, Down, Down
Weird Numbers - X, Y, Z, X, Y, Z, C, B, A, Up, Up
Sound Pro Version - X, X, Y, Y, Z, Z, A, A, B, B, C, C
Plasma Pro Version - Up, Up, Down, Down, Left, Right, Left, Right, B, A, X





▲ A pinball game on Dreamcast? We bloody well hope not.

DOOM

All Weapons
While playing, pause the game and **press B, Y, X, Left, Right, C, X, Z** to give your man a full range of weapons.

Baron enemies
Pause the game and **press Up, Down, Left, Right, X, Z, Y, A, C, B.** All the enemies should now be Barons.

Full map
While playing, pause the game and **press B, B, C, Top Left, B, B, C, Top Right** to display the entire game area.

Show all items and enemies
While playing, pause the game and **press B, B, C, Top Right, B, B, C, Top Left** to display all of the items on the game map.

God Mode
They started something with this God Mode idea. While playing, pause the game and **press Down, Y, X, R, Top Right, L, Top Left, B.**



▲ Rage Software has vastly improved with its recent PC game Incoming, but we'll never forgive its Doom conversion.



Level Select
While playing, pause the game and **press Top Right, Top Left, Z, R, Z, L, Z, C.**

Level Passwords

2. Nuclear Plant	CR!3WDD3DB
3. Toxin Refinery	H6670JBQJG
4. Command Control	03LTJOY!02
5. Phobos Lab	H33!1HFTHK
6. Central Processing	04MSKZX9Z1
7. Computer Station	H4492GDSGJ
8. Phobos Anomaly	09SMBY04YW
9. Deimos Anomaly	H994VFHMFC
10. Containment Area	0!TLCXZ3XV
11. Refinery	H!!3WDGLDB
12. Deimos Lab	07QPDW26WY
13. Command Centre	C33VMWFTHK
14. Halls of the Damned	08RNFV15VX
15. Spawning Vats	H885YBJNBD
16. Hell Gate	FGZY5MMYMP
17. Hell Keep	HXX07TMHTA
18. Pandemonium	0YFGR93Z97
19. House of Pain	HYYZ8SLGSQ
20. Unholy Cathedral	0VBKS8628!
21. Mt. Erebus	HVV29RPKRT
22. Limbo	0WCJT75179
23. Tower of Babel	HWW1!QNJQS
24. Hell Beneath	01JCL68W64
25. Perfect Hatred	YBBKS88K8!
26. Sever the Wicked	02KBM57V53
27. Unruly Evil	H22V4NQBNL
28. Unto the Cruel	0ZGFN4!Y46
29. Twilight Descends	HZZY5MTFMP
30. Threshold of Pain	00HDP39X35
31. Entry Way	H00X6LSDLN
32. Underhalls	YQ76XCCPCF
33. The Gantlet	Y776XCC6CF
34. The Focus	F8RNFVVNVX
35. The Waste Tunnels	Y885YBB5BD
36. The Crusher	0L3!1HFTHK
37. Dead Simple	HLLTJOY!02
38. Tricks and Traps	YT!3WDDLDB
39. The Pit	HMMSKZX9Z1
40. Refueling Base	0S94VFHMFC
41. O of Destruction	HSSMBYO4YW
42. The Factory	F4MSKZZSZ1
43. The Inmost Dens	HTTLCXZ3XV
44. Suburbs	0Q76XCKPCF
45. Tenements	Y558ZKK8KH
46. The Courtyard	0R85YBJNBD
47. The Citadel	HRRNFV15VX
48. Nirvana	0DX07TMHTR
49. The Catacombs	HDDHQ!40!8
50. Barrels of Fun	0FYZ8SLGSQ
51. Bloodfalls	HFFGR93Z97
52. Abandoned Mines	0BV29RPKRT
53. Monster Condo	HBBKS8628
54. Redemption Denied	0CW1!QNJQS

SECRET LEVELS

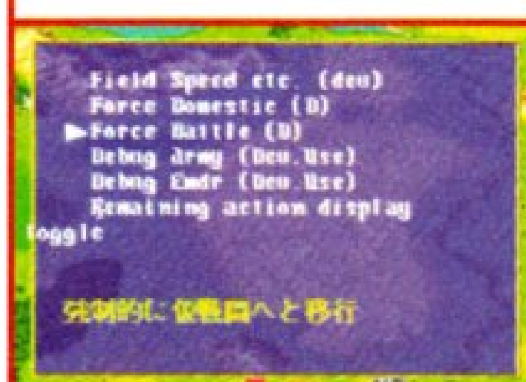
55. The Military Base	P7WTK!GF12
56. Fortress of Mystery	1XY!PCKNTR
57. The Marshes	NMLCJSGXZ1
58. The Mansion	YCW1!QQJQS
59. Club Doom	CKFGR93Z97

DRAGON FORCE

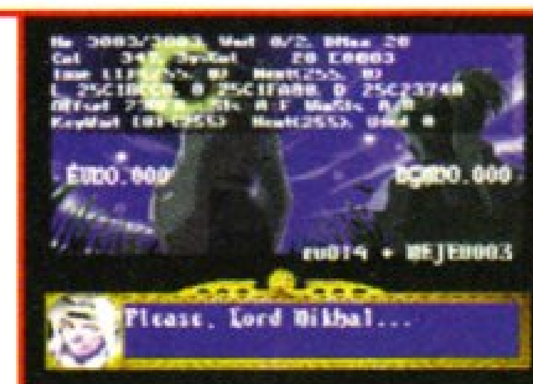
Not an amazing set of tips, just minor correction to the onew we printed in issue 25, and a slightly easier way of doing it for those who 'phoned us in an advanced state of confusion.

DEBUG MODE

Wait until the game has loaded, and on the 'Press Start' screen **hold down Top Left, Top Right, X and Z.** Keep them held down and **press Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right, and then press Start.** The phrase "Debug Mode" now appears on the screen. Start a game. **Hold down the Top Right button** to see some technical information, and when the map screen appears, you'll be able to select a separate Debug option which leads to all sorts of Dragon Force fun, like starting battles whenever you fancy. Here are some pictures providing documentary evidence of the existence of the Dragon Force Debug mode:

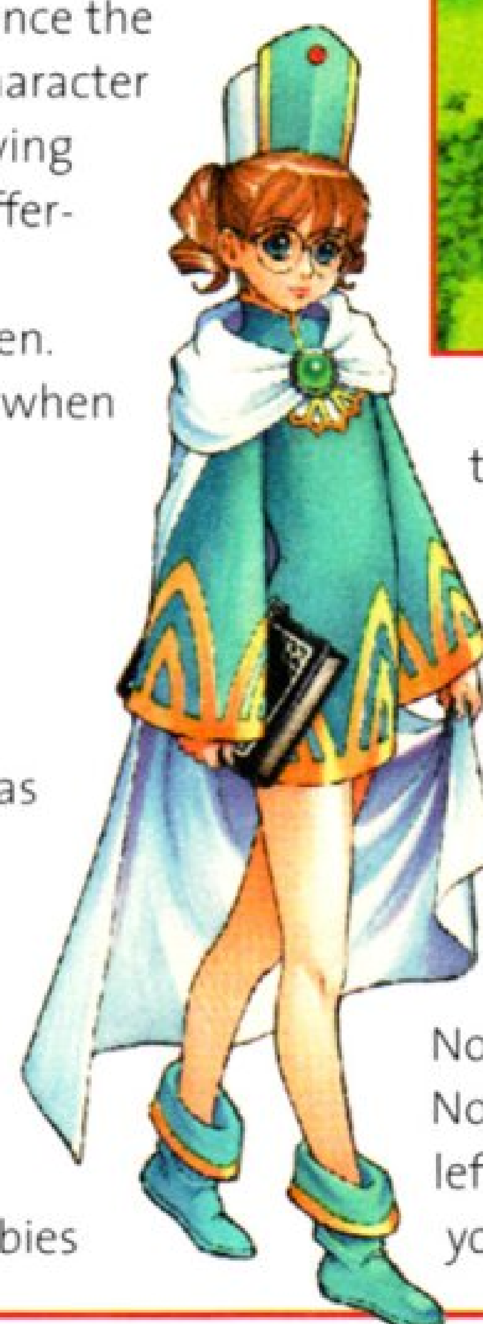






NEW CHARACTER

Here's a useful hint which may influence the outcome of battles. There is a new character named Vangal to be found when playing Gongos. This dragon man hides in different locations in Legendra depending on the main character you have chosen. Here are the locations to find Vangal when selecting a certain leader:



Wein: Two villages west of Galfiel
Teiris: Two villages west of Galfiel
Leon: Village east to Fiend Tower
Gongos: Village east to Fiend Tower (as detected by Jean-Michel)
Reinhard: Village north to Estonia
Mikhal: First town south of the Castle Danyan.

ZOMBIE TIP

If you have thing about fighting Zombies then send some of your intelligent fighters to the towns of Magicka or Stalwart. Here you will find more than enough Spirit Crests.



EASY WAY TO CONQUER CASTLES

Deploy some of your armies to villages which are located near an enemy castle. If two enemy troops battle to conquer/defend this castle, just wait until the struggle has ended. Now deploy your army to the castle immediately. Normally the armies inside the castle have no time left to reinforce their men which makes it easy for you to conquer the fortress.

DUKE NUKEM 3D

LEVEL SELECT

In the main options menu **press X Y Z Z Y X Y Z Y** to activate the level select. Even the secret levels can be accessed!

NO MONSTERS

To make the game dead easy and remove all the aliens, start a new game and input **Z Z X X Y X Y X Z** at the skill level select screen. An extra 'No Monsters' difficulty option will appear.

GOD MODE

Pause the game and **press X Z Z X Y X Y Z Y** to access the all-powerful 'God mode'.

ALL WEAPONS

If you're the Terminator, this handy 'all weapons' cheat will come in dead useful. Pause the game and **press Z X X Z Y Z Y X Y** to receive all of the weapons and items.









JEVONS CONTROL METHOD

Yeah, he sounds like a plummy-voiced rich kid, and I gather he's a bit er... chubby now. But he came up with this cool control method, so he's alright in our book. Pause the game and **press Y Y Z Z X X Y X Z.** You'll need an analogue pad to use it though, so be warned. And our own "Manual" put a lot of effort into it, so give it a whirl!

DEATHTANK THE HARD WAY

Start a new game and make sure you destroy every single toilet and urinal in the entire game. An epic task, but one well-worth completing, as you should already know how highly we regard DeathTank.

EARTHWORM JIM 2

Level Passcodes

Level 2: (normal) gun - energy - blue gun - sandwich - can worms
Level 3: bubblegun - sandwich - sandwich - bubble gun - energy
Level 4: 3 gun - gun - missile gun - 3 gun - blue gun
Level 5: energy - bubble gun - bullet - can worms - Jim
Level 6: bullet - sandwich - gun - Jim - gun
Level 7: missile gun - blue gun - bubble gun - bullet - sandwich
Level 8: blue gun - can worms - bullet - missile gun - Jim
Level 9: bullet - gun - missile gun - bullet - Jim
Level 10: sandwich - gun - Jim - blue gun - blue gun
Level 11: 3 gun - bullet - bubble gun - energy - bubble gun
Level 12: missile gun - energy - bullet - energy - energy




ENEMY ZERO

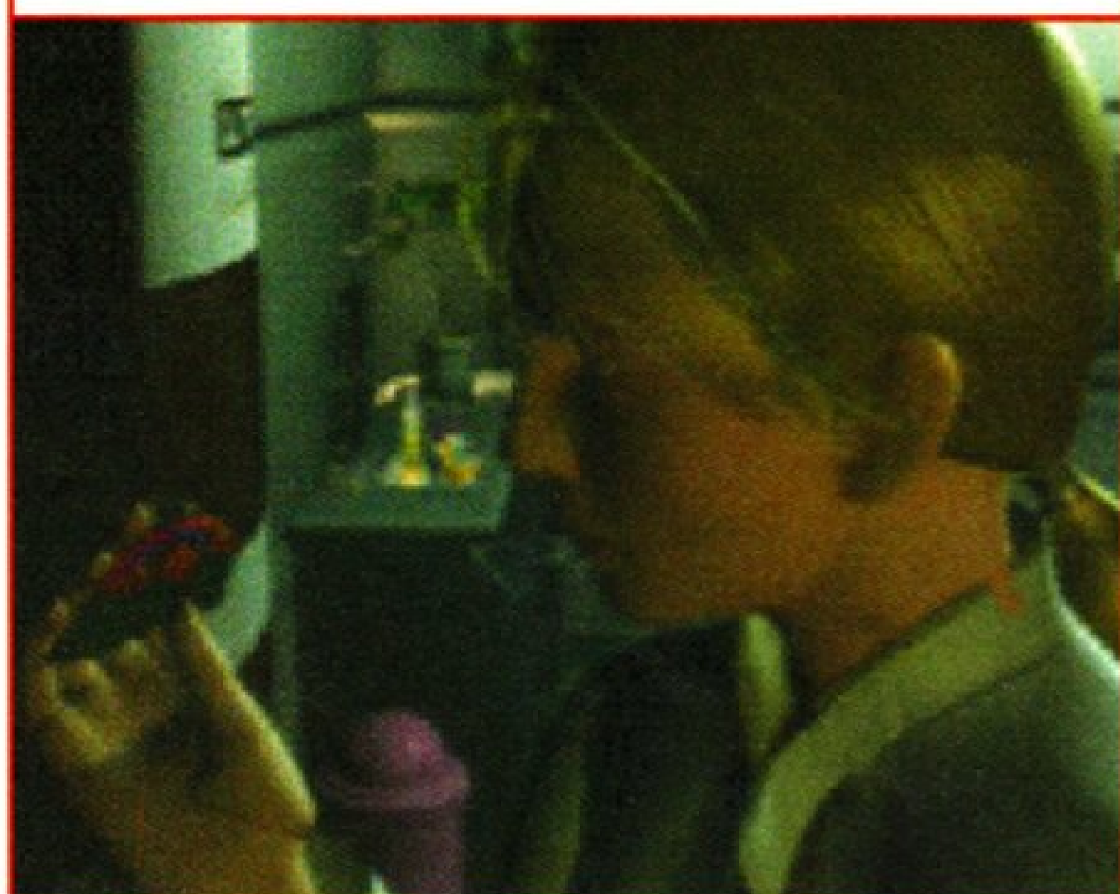
Sorry, there aren't any easy ways to complete Enemy Zero, so you'll just have to grin and bear it. But to make it a bit more fun along the way, check out these two 'zany' additions:

HIDDEN MESSAGE

Play the game on December 25th and January 1st for an 'interesting' little surprise left on the voice recorder...

EXTRA IMAGES

Sticking a few extra images on the CD is definitely the 'in' thing for game coders to do these days, and Enemy Zero out-does the competition with an incredible 83 extra still pictures hidden away on the disk. You'll need access to a PC or Mac though - the top-quality pics are in a folder called 'bmp' on the intro CD.



FIFA '96

When playing FIFA, there are some secret modes which can be accessed. Pause the game to bring up the options menu and then type in any of the following codes on the joypad:

Super Power	Z, A, Z, Z, Z, Z, Z, Z, Z, Z
Super Defence	Z, Z, Z, Z, Z, B, Z
Super Attack	A, A, A, A, A, Z, B
Super Goalie	A, A, A, A, A, Z, Z, Z, Z, Z
Curve BallZ,	A, B, Z, B, B
Crazy BallB,	A, Z, B, B, Z, A, B
Stupid Team	A, Z, B, A, Z, B
Penalty Shoot-Out	A, Z, A, B, A, Z
Invisible Walls	B, B, B, Z, A, A, A, Z

Also, when the game is paused, it is possible to alter the time of day at which the match is



▲ Make no mistake - Saturn FIFA games are terrible!

played. **Hold the R button and press Up or Down** to change the length of the shadows. You can also use Left and Right while holding R to rotate the shadows around the players, changing the position of the sun.

F1 CHALLENGE

STARTING POSITION CODES

Select Automatic or Manual Transmission then enter:

1st Place -	**Left Shift, X, Y, Z**
4th Place -	**Left Shift, X, Y**
7th Place -	**Left Shift, X, Z**
10th Place -	**Left Shift, X**
13th Place -	**Left Shift, Y, Z,**
16th Place -	**Left Shift, Y**
19th Place -	**Left Shift, Z**
22nd Place -	**Left Shift**



FIGHTERS MEGAMIX

HIDDEN COURSES

After finishing courses A through D, courses E, F, G appear, finish these courses and course H appears. Complete this course and course I appears.

HIDDEN CHARACTER APPEARANCE CONDITIONS

Finish A course: Candy in new costumes (as 3P, 4P colour)
Finish B course: Akira/Sarah from VF Kids)
Finish C course: Ura Bahn (Dark Bahn)
Finish D course: Janet (from Virtua Cop 2)
Finish E course: Baek/Bean (from Sonic the Fighters)
Finish F course: RentaHero (from "Rent a Hero", an old MegaDrive RPG)
Finish G course: Deku (Training mode opponent)
Finish H course: Shiba (VF1 prototype character)



Finish I course: Hornet (from Daytona)
Start the game 29 times: Meat (Kumachan's 3P colour)
Play the game for 84 hours: Palm Tree (Kumachan's 4P colour)

MAKE TRAINING MODE OPPONENT "DEKU"

Finish A through D courses and put more than 50 "OK" marks in the training mode.

ADDITIONAL OPTIONS

By completing any course, the following options will be added;
BGM On/Off: Turn on/off CD-DA BGM's.
Ending BGM: Listen to Ending BGM of courses you've finished.
1P No Damage On/Off: Player 1 becomes invincible. Finish all courses and play more than 500 rounds.
2P No Damage On/Off: Player 2 becomes invincible. Finish all courses and play more than 500 rounds.
Hyper Mode On/Off: All the moves are be performed without "stiffening".





Play more than 100 rounds.
Training Enemy: Players may now choose the training mode opponent. Finish all courses and put more than 600 "OK" marks in the Training mode.
Survival Stage: Finish all courses, and play through survival mode more than 10 times.
Portrait: Review cool ending sequence graphics of completed courses.
Book Keep: Game statistics.

SECRET CHARACTERS

Ten secret characters are accessed by completing all the one-player courses. For the schoolgirl version of Candy, **press X** when selecting her once you've completed the Novice route.

PATIENCE CARD GAME

Complete all of the one-player courses - EXCEPT the last one. Now gain over 1000 "OKs" on the Training Mode, go back to the one-player game and select the final course using the **Top Left button** - the new mini-game is now playable!

AFTERBURNER PLANE

Play a two-player game on BM's stage - if both players hold the X button before starting the match the Afterburner plane flies overhead.

MUSIC ON TRAINING MODE

Press Start while in the Training Mode - now **press Top Left and Top Right** to cycle through all the tunes in the game.

FIGHTING VIPERS







▲ AM2 always puts cool cheats in its games.



Option+
To get to the Option+ menu, simply complete the game once.

Play as Mahler
This extra character also becomes available once you've completed the game once.

Play as BM
It's tougher to earn BM - players need to complete the game on Very Hard Mode, beating BM at the end of the game. He's not available in one-player mode, though.



Play as Kumachan
First you need to be playing on the Armstone City stage, then you must win with a nice finish which smashes the opponent out of the ring towards Kumachan - do this right and he's selectable in any mode!

Big Head Mode
Sega's great comedy standard of old, Big Head Mode is activated by completing the game with every character - including Mahler and Kumachan.

Turn Off Walls
Play the Training Mode until you have performed every single move with at least four of the standard characters ("OK" appears next to their name). Now the 'Wall Display' feature appears on the Option+ menu.

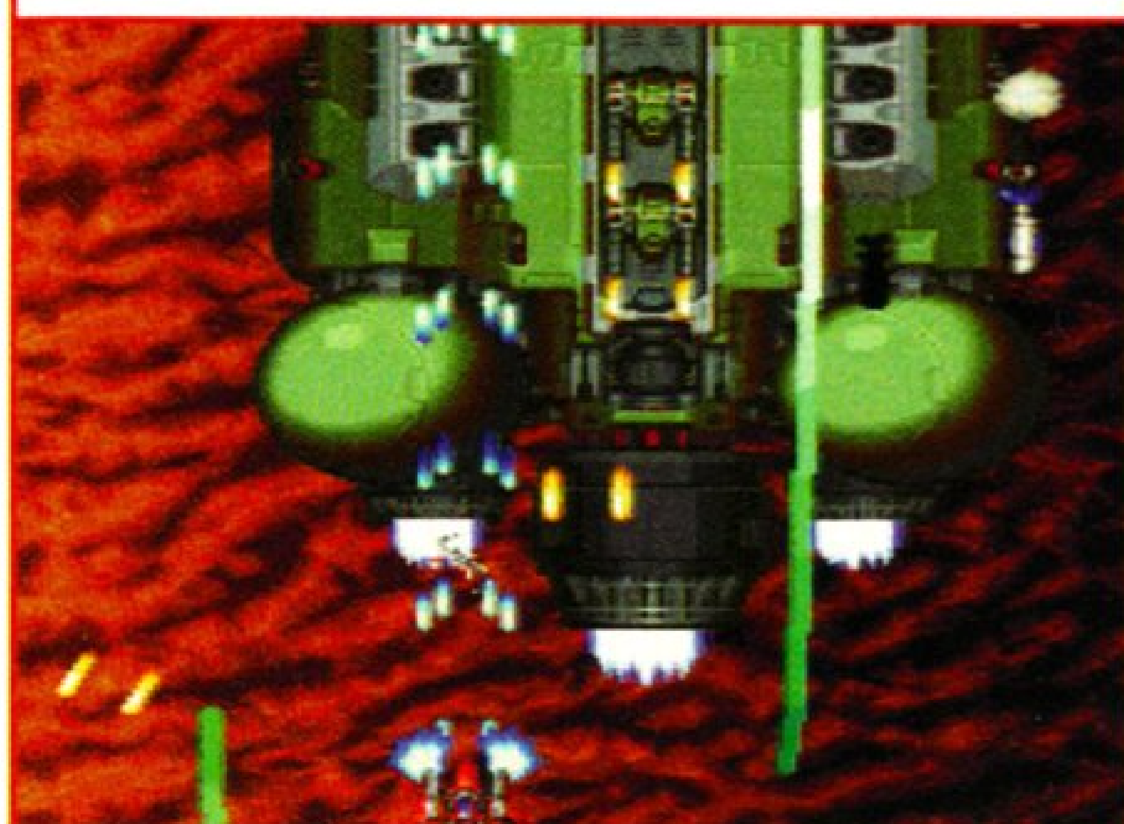
Less Clothes Candy!
Play through the game on Hyper Mode with the difficulty set to Very Hard (a really tough challenge) - the next game you play should see Candy losing rather more clothing than usual! Once you've activated this cheat, the skimpy-clad Candy may be selected each game by holding X and selecting her with A or C.

Ukelele Candy
Completing the game on Normal Mode with Candy opens an extra version of Candy where she has a ukelele on her back. **Toward, Toward + Punch** gives her an extra Raxel-style weapon move with this new wacky instrument.

Schoolgirl Candy
Finish the game on Very Hard setting with normal Candy. These extra versions of Candy are only playable on Training and Versus modes.

GALACTIC ATTACK

To get eight credits, **hold down Top Right button + Top Left button + C + Right** as the game is loading.



GEX





Here are some lovely codes.

Clueless -	**Shows Credits**
PresentAll -	**Level skips**
Undead -	**Unlimited Lives**
CurryBurn -	**Fire Shots**
EyeSeeBlue -	**Ice Shots**
SuperZapper -	**Electric Shots**
ExtraSpeed -	**Super Fast**
SuperStep -	**High Jump**
BAdAssDude -	**Invincible**



GOLDEN AXE: THE DUEL

In vs mode, when you win and the words "xxx wins" appear, press pause then the **Left Shift Button.** A short Cut select mode should appear. You can now select fighters without loading.





▲ Get rid of the irritating loading times with this cheat.

GRID RUNNER

Credit Heads
At the Restore Game screen, enter the password: **A, Y, A, Right, Down, Y, Up, Right, Right, A.**

Get All Flags
At the Restore Game screen, enter the password: **Down, Y, Right, A, Right, Up, Right, B, A, Down.**

Free For All
At the Restore Game screen, enter the password: **Up, Y, A, Right, Up, Y, B, Down, Right, Down.**



▲ It's a grid. He's running. Yes! It's Grid Runner.



▲ looks a bit like Gremlin's ill-fated Reloaded game.

GUARDIAN HEROES

First, go into Options mode. Highlight the EXIT option and **hold down X + B + Z.** While still holding these down press down on the D-pad. When the cursor is highlighting DIP Switch, hit button A (Note tapping A over and over helps make it work, but it is difficult) Now, when you go into DIP Switch, there should be an option to turn on debug mode! When you start story mode, you can pick what level to start on. You can even level up your character to level 200! Also, during the game, try these out:

Right Shift + Start = Skip 1 level
Right Shift + A + Start = Skip 2 levels
Right Shift + B + Start = Skip 3 levels
Right Shift + C + Start = Skip 4 levels
Left Shift + Right Shift + Start = Go back 1 level
Left Shift + Right Shift + A + Start = Go back 2 levels
Left Shift + Right Shift + B + start = Go back 3 levels
Left Shift + Right Shift + C + start = Go back 4 levels
X + Y + Z + Up = Recover all life points
X + Y + Z + Down = Kill yourself





With debug mode, you also get all 45 characters in Versus mode, and you can watch all the endings by going to Options mode, then going into Test mode.

Other Stuff

To find the hidden challenge at the coliseum, play through until you reach levels 3, 4 or 5. Keep running to the right, only stopping to beat people up when the screen stops scrolling. Move into the distant plane and keep running until the end of the stage. You'll notice a small wooden sign, and when you reach it, you'll skip to the coliseum. If you accept the challenge, you'll fight against gangs of enemies until you want to leave, meaning that you can build your experience levels up early on in the game!



To transform Han into Super Han, you'll need to collect the second magical sword from the One-Armed Undead warrior on level 8. From the start of the game, always choose the last option at the end of the levels to get to stage 8, and beat the warrior to turn into Super Han. He looks the same as before, only he gets loads of extra experience points, making him faster and more powerful.





GUN GRIFFON

Unlimited Ammo

At the title screen, **press B, B, B, C, Start.**

Remove the Targeting Boxes

At the title screen, **press Left, Right, C, A, Start.**

Remove Red And Yellow dots on the radar

At the title screen, **press B, B, B, Down, C, Start.**

Jump doesn't have to recharge

At the title screen, **press Up, Right, Down, Left, Z, Start.** Not a great cheat mind.



Invincibility

At the title screen, **press Left, Right, B, C, C, Start.**

HARDCORE 4X4

To enable the 'Mother Car' you must finish at least 3rd in championship mode. A hard task, but it'll be worth it.

For the rest of these cheats, start the game as usual then pause it and enter the following codes.

Tank Mode

A, B, Right, A, C, A, Down, A, B, Right, A (ABRACADABRA)

Infinite Turbo

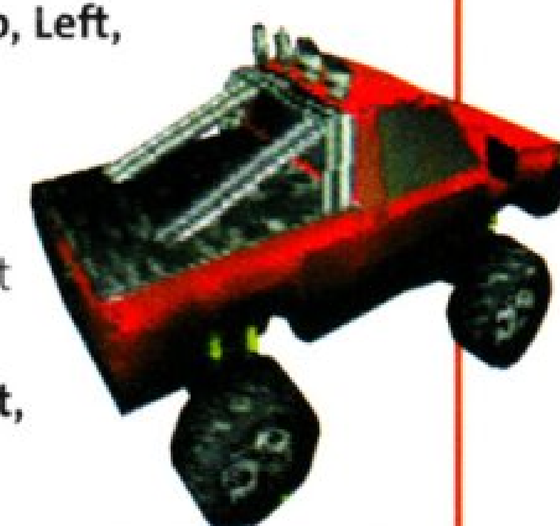
C, Right, A, Z, Y, C, A, Right (CRAZY CAR)

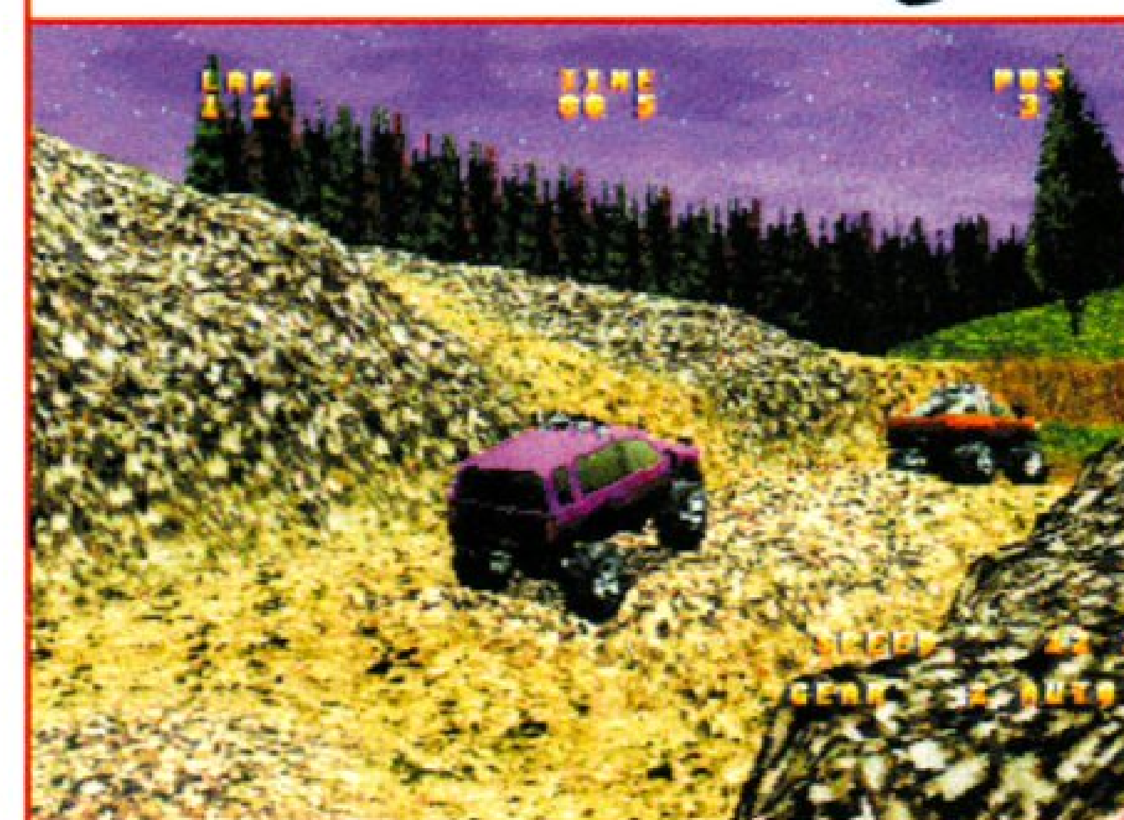
TV Camera View

Right, A, Left, Left, Y, Down, Up, Left, Left (RALLY DULL)

Skip to Last Lap

(Must be in first place for cheat to work)
Left, Left, Left, A, A, A, Left, Left, Left, A, A, A





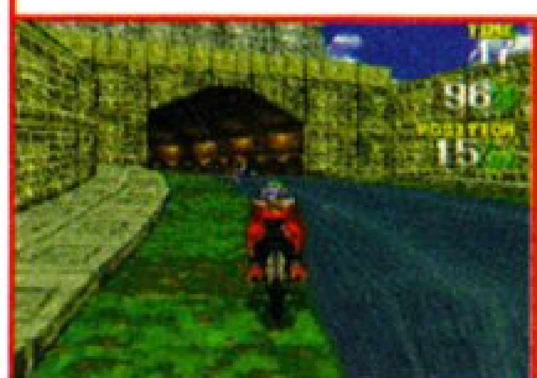
HANG ON GP '96

Access Extended Courses

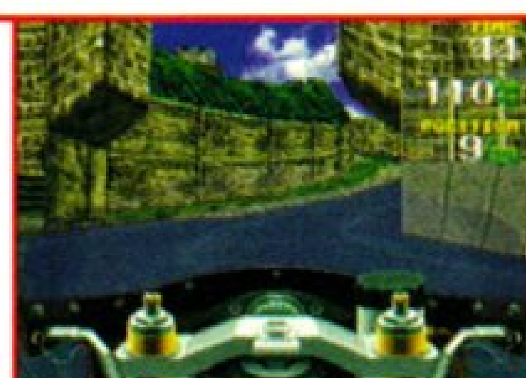
Go to the option screen, highlight "Game Level" and press B. Now press the shoulder buttons in this order: **R, R, L, R, R.** A beep noise will let you know that the courses are available.

Free Time Trials

Highlight "Timetrial" on the main menu and **press Right, Left, Up, Down, Z.** A beep noise will let you know that you can now have "Free" time when in Timetrial mode.









▲ **The original Hang On coin-op is one of our all-time favourite games. The Saturn update however, is pretty dire.**

Access Hidden Bike

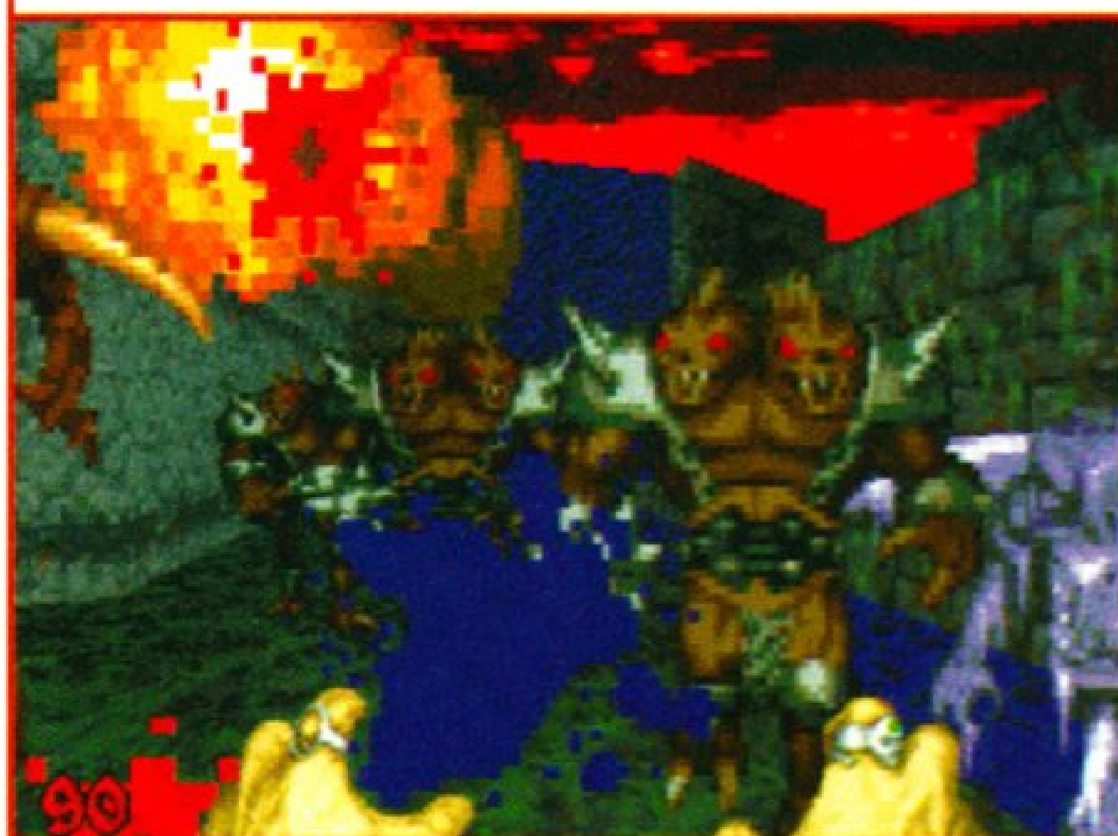
Once you have collected the five extra bikes by winning the three extended courses, get a lap time of under 29 seconds on the Long Albatross Cliff Reef track. The silver bonus bike should be added to your racing machine collection.

Mirror Tracks

If you come in first place in all the tracks in the endurance mode you will then be able to play the mirror versions.

HEXEN

This is something of a monster code, as it opens up a whole slew of options including a Link Mode! Go to the Options screen and **press Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B.** Actually, the Link Mode seems to have been only half finished, as it's bordering on the unplayable and crashes a lot. Oh, what could have been...



THE HORDE

The following codes are to be done after pressing Pause while you are playing.

Reveal the map - left, A, up, down, B, A, A, B.
Unlimited continues - A, down, right, A, down.
Watch all the FMV - right, A, left, left, A, up, B.
All items available - B, right, A, left, left, down, right, A, A, left.
Level Warp - Down, A, Left, Left, Down, A, A, Right
Maximum Loot - Left, A, A ,B, Left, A, Right, Down.
Play after Village Destroyed - A, Down, Down, Right, A, Down
Double Speed - B, Right, A, B
Invulnerability - B, Up, Right, Down, A, Down, A, Right





▲ Rated 90% in issue #7, The Horde is well-worth a look.

HOUSE OF THE DEAD

BLOOD, LIVES AND LEVEL SELECTS!
In the main option screen press Top Left, Top Right, Top Right, Top Left, Top Left, Top Right. You should hear a little noise. Then hold down Top Left + Top right and select a mode - this will bring up a new menu which allows players to activate infinite lives, a level select, and yes, RED BLOOD MODE! So there you go.

DISPLAY SCORE
Pause the game, **hold Top Left and Top Right and press X, X, X.** You'll need to plug in a pad to activate this on-screen score display.



▲ Red blood doesn't really make the game much better. Shame.

AUTO RELOAD
Pause the game, **hold Top Left and Top Right and press Y, Y, Y.** Again, some pad-switching is called for here.

PLAY AS SOPHIE IN SATURN MODE
Sophie and a female researcher can be accessed in the Saturn mode. At the character select screen, **hold Top Left + Top Right and press Up, Down, X, Y, Z.**



▲ Hey AM1, how about a Dreamcast HotD 2, eh?

IMPACT RACING



A bit of a dodgy racer if we're being honest, but hey, anything can be spiced up a little with the addition of a level tablespoonful of tasty tips! Try entering these on the Password screen:

ALLTOOLEDUP - All weapons
BONUS.LEVELS - Six new tracks
ENDGAMESLEVEL - Race the final track
RABBITBADGER - Level Select
JOURNEYS.END - Sound Test



INCREDIBLE HULK

LEVEL PASSWORDS
This may not be the greatest Saturn game in existence, but here are some handy passwords for that lonely individual.

Level 2: 603EE0C530
Level 3: B08E0F0802
Level 4: 000026B698
Level 5: 40074DFF12





INDEPENDENCE DAY

A poor conversion of last year's massive summer blockbuster movie but still a reasonable Saturn shoot 'em up. Here's a load of useful cheats to make Fox Interactive's alien blaster just a little bit more user friendly.

ENABLE ALL CHEATS

To unlock all the game's hidden codes at once, go to the options menu and enter your name as **"RADARMY."** Exit to the game select screen and quickly **press Left, Right, Up, Down, X, Z, Y.** A cheat menu will appear, allowing players to choose all the secret options.



FAST RELOAD, DAMAGE BONUS, U. WEAPONS

Go to the options mode and enter the player name as **"GO POSTAL."** Exit to the game select screen and then quickly enter **Left, Right, Up, Down, X, Z, Y.** You will go to a cheat menu, and now have the option to switch the Fast Reload, Damage Bonus and Weapons modes on. Fast Reload lets you fire missiles very rapidly, Damage Bonus takes out aliens, generators and vehicles in one shot. Weapons gives you unlimited firepower.

SELECT CITY

Select the options mode and enter the player name as **"FOX ROX."** Exit to the game select screen and quickly enter **Left, Right, Up, Down, X, Z, Y.** This takes you to a cheat menu, and from here you may proceed to any city in the game.

SELECT PLANE

Go to the options mode and enter the player name as **"MR HAPPY."** Exit to the game select screen and quickly enter **Left, Right, Up, Down, X, Z, Y.** A cheat menu appears allowing instant access to any plane including the alien fighter craft.

TARGET CIVILIANS AND FRIENDLIES

On the options mode, enter the player name **"GODZILLA."** Exit to the game select screen and



quickly enter **Left, Right, Up, Down, X, Z, Y.** The cheat menu appears, and you'll now be able to switch the KILL CIV and KILL WING modes on, which will let you target and destroy civilian ground targets and even your own wingman.

TOURIST MODE

Go to the options mode and enter the player name as **"TOURIST."** Exit to the game select screen and quickly enter **Left, Right, Up, Down, X, Z, Y.** On the cheat menu screen, switch the City, Tourist, Demo Cam, and No Time modes on. Tourist mode removes all aliens from the world, Demo Cam controls the camera with the joypad and No Time removes the time limit.

JOHNNY BAZOOKATONE

Some nifty codes for this abysmal example of a platform game.

2nd Stage - Walker
3rd Stage - Overtime
4th Stage - Villa
5th Stage - Endboss



Infinite Lives/Level Select

Enter the word **"taehc."** Your life counter will say 24, but will never decrease. To skip a level pause the game and **press x.**





▲ Looks like a Megadrive game, don't ya think?



KING OF FIGHTERS '95

The better-late-than-never SNK beat 'em up, King of Fighters '95 is still pretty cool, and no doubt you'll want to know how you can play as the bosses. So here ya go, two variations of the KoF 'how to be the boss' code!

BOSS CODE ONE

In the Team Edit screen, **hold down the Start button**



▲ Classic 2D beat 'em up action in SNK's KoF '95.







and press Up and Y, then Right and A, Left and X, and finally Down and B. Boss action is now available!

BOSS CODE TWO

If pressing two buttons simultaneously is a bit hard for you, try this method instead:

Step One: Finish the game in Team Mode
Step Two: Go to the character selection screen
Step Three: Select "Yes" on the Team Edit screen and **hold down the Left and Right shoulder buttons**
Step Four: Press Up, Down and Up again. The bosses should now be available!





LAST BRONX

PLAY AS REDEYE
Complete the game on Saturn mode with default settings, and with every character, to get all of the fighters' end movies. Then press Up at the character select screen to scroll him into view.







EXTRA DIFFICULTY SETTINGS
We'll start with the easy one. Simply loading the game more than 15 times automatically brings up the 'throw' and 'berserk' difficulty settings.



OPEN MOVIES OPTION
Complete the game on arcade mode without continuing, with the options set to their default settings. The short ending movie for the fighter should now appear. This has to be done for each fighter!

OPEN PICTURE GALLERY
There are three pictures available for each character. Completing the game on Saturn mode without continuing will bring up the first picture. Completing the game on hard mode (without continuing) will bring up the second, while completing it on *** (without continuing) brings up the third.

SELECT WINNING POSE
Press the A, B, or C button to select your fighter's victory pose. However, you've still got to win first...





COME ON! COME ON!
Each character has their own taunt. Performing a 'fireball' motion **(Down, Down-Toward, Toward)** and pressing the Right shoulder button, will make your character wave, point, shout or even moon at their humiliated opponent. Except mooning, that was a lie. Would be cool though...



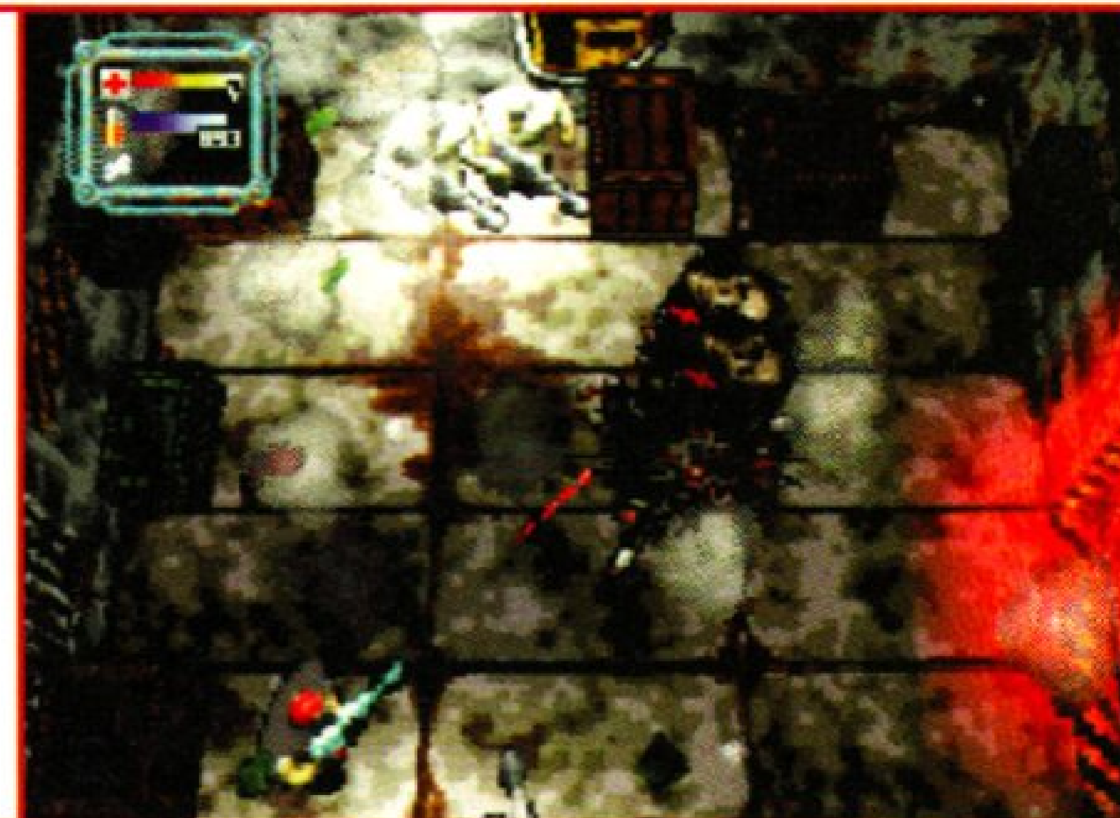
CHANGE WARDROBE
Select your fighter using the **C button** in the one-player mode, and you'll find yourself wearing the character's away strip.

LOADED

When playing, press Start to pause the game and highlight the BGM volume option. Now **press and hold the L button Z,B,X,C and R button.** Now just **press the L button** on paused menu screen to bring up the cheat menu screen.



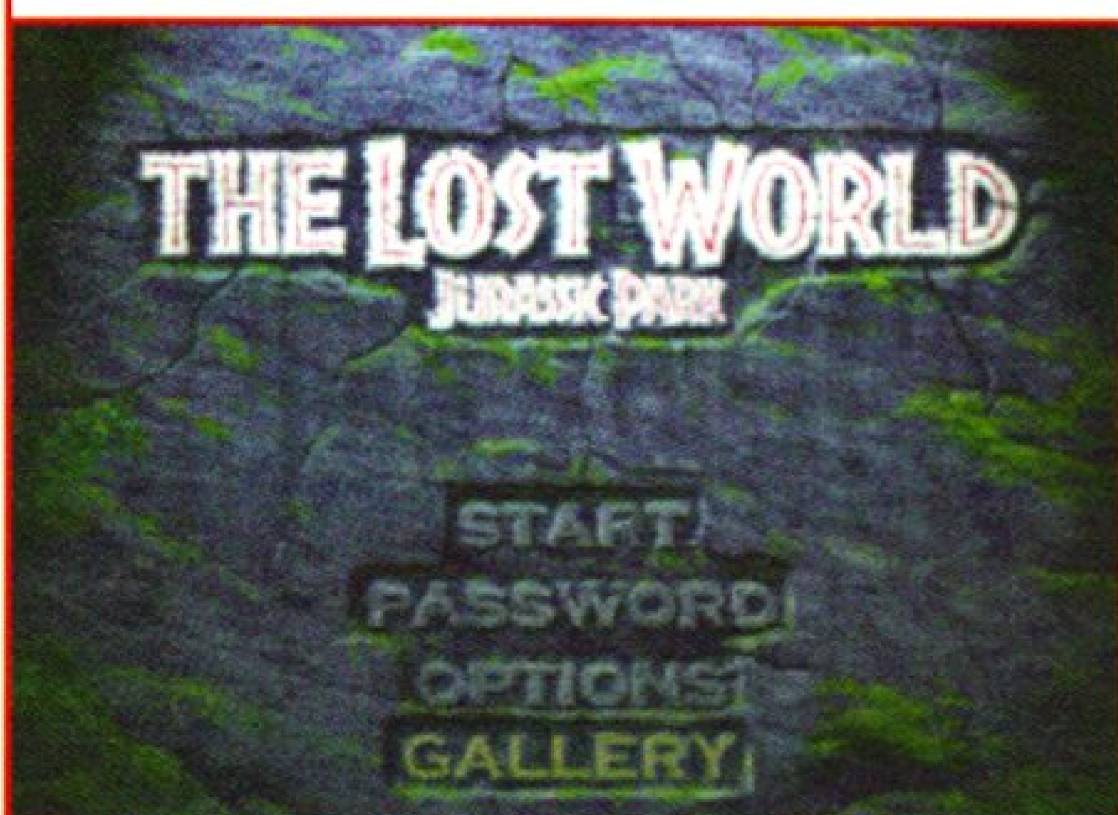




THE LOST WORLD

It's got dinosaurs in it, so no doubt lots of people bought it regardless of the quality of the game, such is the appeal of those extinct green monsters. T-Rex, Bronto, Steggy, Ptery and Dippy were the Spice Girls of their day! Here are some codes:

ACCESS ALL LEVELS
Enter the password **XAXYYYYYZXYY** to open up the handy level select.



CHILD DIFFICULTY MODE
Finding it a bit tough are we? Enter the password **XXXXXXXXXXXX** for much easier kills and censored blood and gore.

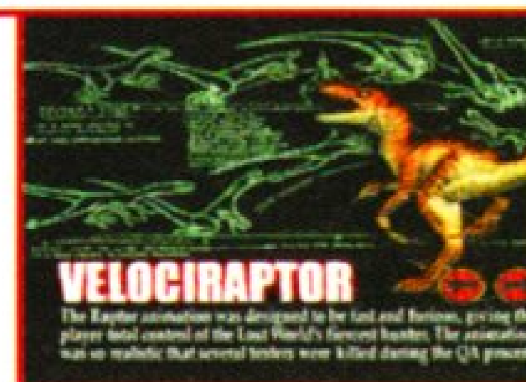
PLAY AS THE HUMAN
Enter the password **YYXYZYYYZXYY** to play as the human character.

PLAY AS THE HUNTER
Enter the password **YYXYZYYYXZXY** to play as the hunter.



▲ Putting the abysmal Lost World behind it, Appaloosa's Dreamcast Ecco the Dolphin is said to feature photo-realistic graphics.





PLAY AS THE VELOCIRAPTOR
Enter the password **ZXYYYZXYXYXY** to, surprisingly, play as the Velociraptor.

PLAY AS THE T-REX
Enter the password **AYYYXYXYYZYY** to play as everyone's favourite dinosaur. Except mine. I prefer the Woolly Mammoth myself, even though it's not really a dinosaur. I dug one up in the garden once.

DINOSAUR GALLERIES
Do you like looking at pictures of Dinosaurs? I certainly do! Enter the password **XZXYXYYYZXYY** to access all of the Dinosaur Galleries.

COMPY GALLERY
What is the Compy Gallery? Find out by entering the password **AYXYXXZXZZYY.** That concludes today's password-entering fun. And remember... dinosaur's aren't just for kids. Eh?

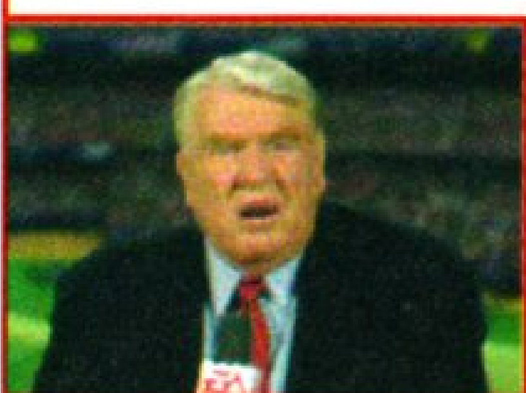
MADDEN NFL '98

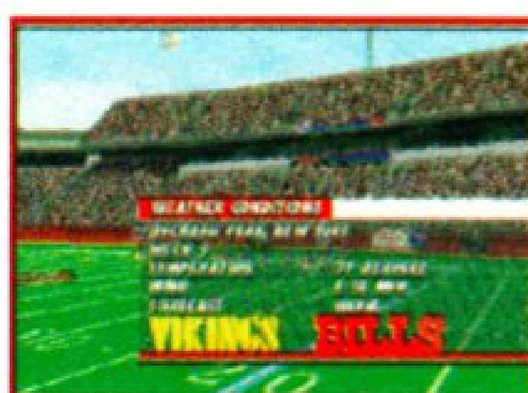
I'm not too sure if the plural of stadium is 'stadia' or 'stadiums', so I'll just say that these codes allow players to select more than one secret stadium. Mostly classic American grounds like the awesome Houston Astrodome, but they're not a patch on Wembley. Input these names at the PLAYER CREATION screen to select the different... grounds.

OLDDC - RFK Stadium
SHARKSFIN - Tiburon Sports Complex
GHOST TOWN - Wild West
JETSONS - Astrodome
DAWGPOUND - Cleveland Browns Stadium









▲ Is there really a market for this sort of game over here?

SNAKE - Old Oakland Stadium
BIG SOMBRERO - Old Tampa Bay Stadium
DANDAMAN - Old Miami Dolphins Stadium

SECRET TEAMS

For the die-hard US football fanatic there are a few hidden classic teams, all of which are very formidable teams. It's a shame the players in the '70's team don't have huge afros, flared trousers and platform trainers - a comedy opportunity sadly missed by the Madden coders! Enter these names at the PLAYER CREATION screen to uncover the teams:

LEADERS - All Time Leaders
COACH - All Time All Madden
ORRS HEROES - EA Sports Team
LOIN CLOTH - Tiburon Team
PAC ATTACK - All '60's Team
STEELCURTAIN - All '70's Team
GOLD RUSH - All '80's Team

MAGIC CARPET

Go to the options screen and test the following sound effects in this order: **11, 31, 15, 5, 26, and 22.** The Cheat should appear on that screen along with a level select option. While playing the game after you enter the code, Pause it and **hit X** to access all spells. **Hit Y** to finish the level. **Hit Z** to get a nice Mana bonus for yourself.



MANX TT





SHEEP MODE

At the 'Select Transmission' screen, **press Up, Up, Down, Down, Left, Right, Z, Y.** When the game begins, all players will be racing on sheep!



SUPER BIKES

At the Mode Select screen, press **Top Left+Top Right+X+Y+Z** all together for a super bike. The timing on this is difficult, so be sure to press all the buttons simultaneously.

TANTALUS BIKE

On the arcade Transmission Select screen, **press Top Left, Top Left, Top Right, Top Right, Left, Right, Left, Z, Y, Z.** Wait for the selection time to run out, then when the race starts your racer should have the Tantalus logo on his back.

MUSIC SELECT

At the main menu, highlight Arcade and **hold X+Y+Z.** When you enter Arcade Mode you'll now see the title of the songs at the bottom of the track select screen. Change it to hear your favourite Manx TT tune!

FAST START

Hold accelerate and brake when the announcer says "two", release the brake when he gets to "one" and keep the accelerator revving at around 10,000 rpm. When he says "Go!" You should have a nice turbo start! Practise makes perfect here.

MARVEL SUPER HEROES

RANDOM CHARACTER SELECT

Hold the left or right buttons for around three seconds on the character select screen. The cursor will start to move around very quickly, allowing players to then hit any button and have a character randomly selected for them.



AWAY STRIP

Pick the alternate costume in the one-player game by selecting your fighter and then **holding UP for three seconds** (for characters in the top row), **or DOWN for three seconds** (for characters in the bottom row), and then pressing any button.

TAUNT

Press DOWN, DOWN and the two shift buttons together to perform each heroes' cheeky taunt.

EXTRA POUNDING!

After the final round of a fight, quickly **hold down the two shift buttons** to be able to dispense a little extra justice, and smash your defeated foe a little more!

CHARACTER SELECT

TO ACCESS DOOM: Complete the game and go to the character select and **press DOWN, DOWN, A, B, C then press and hold any attack button.** Enter the code quickly!

TO ACCESS THANOS: Complete the game on default difficulty, go to the character select and **press UP, UP then Z, Y, X** really quickly.



TO ACCESS ANITA: (Japanese version only) Complete the game and then go to the character select screen and **press UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT then hold UP**. Now **press X, X and Y** together, then **X, Y and Z** together.

MECHWARRIOR II

ULTIMATE CHEAT CODES

To make Activision's stunning Mech shoot 'em up even better, enter the following codes on the password screen:

EXTRA HEAT SINKS: #XXO/A4>Y+
JUMP JETS: #YXO/A>YOL
CRUISE THROTTLE: #AXO/A4YYA
UNLOCK MISSIONS: T<XO/AXA<=
OVERWEIGHT MECHS: #OXO/A>>O/
EXTRA VARIANCE: T#XO/<AX<<
MORE AMMO: TOXO/AX>TU
INVINCIBILITY: ##XO/A><UZ
NEW "ELEMENTAL" CHASSIS: T/XO/AZ<#*
NEW "TARANTULA" CHASSIS: #/XO/A4<LY





▲ We think Activison's future blaster is still a cool Saturn title. Make sure you get yourself a copy.

MEGAMAN X4

MEGAMAN'S ARMOUR

Highlight MegaMan at the character select screen. **Press B TWICE, then press LEFT on the D-Pad SIX TIMES,** then **hold the LEFT and RIGHT shift buttons and press Start.**

ZERO'S BLACK ARMOUR

Highlight Zero at the character select screen. **Hold the RIGHT shift button, and press RIGHT on the D-Pad SIX TIMES,** then **release the right shift button, hold down the B button and press Start.**



MORTAL KOMBAT II

To get the secret screen with the cheat switches, **press Down, Up, Left, Left, A, Right, Down, B, Y, C** when the intro pictures are being displayed.



▲ MK4 is confirmed for Dreamcast. Hoorah!





MORTAL KOMBAT TRILOGY

OPEN GREEN '?' MENU

Go to the options screen and **hold Up + Left Shift + Right Shift** until the screen starts to shake. This opens the green '?' menu, which allows one button fatalities and a few other tricks.

OPEN RED AND BLUE '?' MENUS

At the story screen, **press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch.** The game will make a noise if you've done it correctly.



STRANGE ENDURANCE MODE

At the character select screen, highlight Kano and **press Down + Start.** Shao Kahn will taunt you if it's entered correctly. Chose the hardest path and most of the matches will be of the endurance battle variety.

LEVEL SELECT

At the character select screen, highlight Sonya Blade and **press Start + Up.**

PLAY AS CHAMELEON

Pick any of the masked male ninja fighters, and **press and hold Left, then press and hold Run + Block + High Punch + High Kick.** When the match starts your fighter will morph into Chameleon.

OLDER CHARACTERS

To play as classic versions of Jax, Kung Lao, Rayden or







Kano, highlight the character at the player select screen and then **press Start** to switch between the different versions. Then take hold of the game disc and chuck it in the bin, 'cos Mortal Kombat is rubbish.

RANDOM SELECT

Highlight Noob Saibot at the character select screen and **press Up + Start** to fight with a randomly selected opponent.

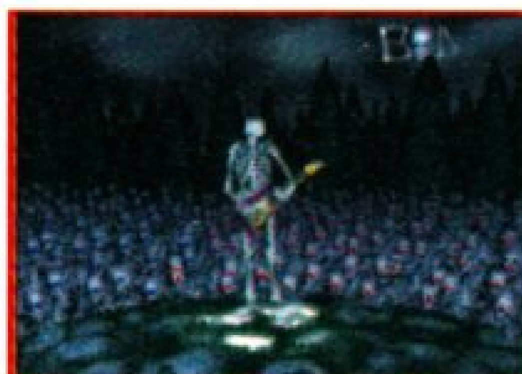
UNLIMITED CONTINUES

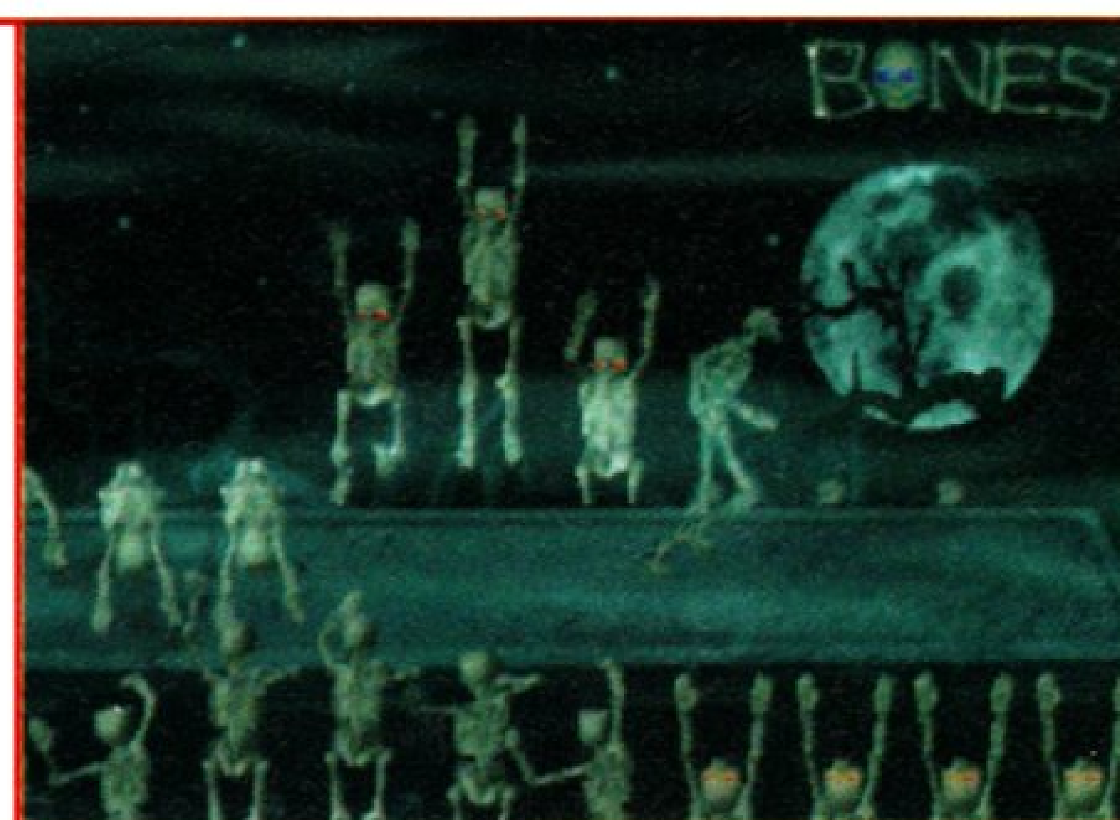
At the storyline screen, **press Down, Down, Up, Up, Left, Left, Right, Right.**

MR BONES

At the Start menu, **tap Top Right, Top Left, Top Right, Top Right, Top Left, Top Right, Top Left, Top Left, Top Right, Top Left, Top Right, Top Right** for a level select.







NEXT MONTH!

Only SEGA SATURN MAGAZINE has the power to bring you the complete Saturn tips guide, and next month, thanks to the simple laws of the English language, we'll be finishing the Tips Megathon with the letters N-Z. Or rather N-X, because there aren't any Saturn games beginning with the letters Y or Z. Odd that. Anyway, we're taking a well-deserved break now and then we'll spend the rest of the month dreading the thought of Part Two. Aaaaggh!

COIN-OPERATED

This issue we take a look at the latest addition to SNK's classic beat 'em up series, PLUS present yet another EXCLUSIVE interview with the talented coin-op creators at AM1. WARREN HARROD reports.

The fifth in the long running 2D beat 'em up series, King of Fighters '98 is the annual update all SNK fans have been waiting for. With a host of new features, characters and gameplay techniques, this money-crunching update is sure to be a massive arcade hit! Although SNK hasn't revealed all of the game's extensive changes, a number of essential enhancements have been announced.

Old characters that appeared in previous King of Fighters games (from KoF '94 to KoF '96) are back again, boosting the total number of playable combatants up to a staggering 38! These now include Mature, Vice, the insanely powerful American Sports team and the Master team (comprising Takuma, Heidern and Saishu).

King of Fighters '98 includes the Extra Mode from KoF '94 and KOF '95 as well as the Advanced Mode from KoF '96 and KOF '97, offering players two different ways to tackle the game. For both of these modes, there are also extra benefits for the losing player when he starts using his next character:





Extra Mode: As in previous games, pressing the A, B and C buttons together charges your power bar. In this MAX state, your attacks do 25% more damage. When you're in the MAX state, you can perform a super special attack at any time, but as soon as you do, your power gauge goes down. Each time you lose to an opponent, your power bar gets shorter, so it's quicker for you to recharge it and reach the MAX status again.

Advanced Mode: This has been updated and improved. This mode also uses a power gauge. By performing special attacks and being hit, the gauge builds up. To the side of the gauge are three points and when these light up you can perform a special attack. One special attack costs one point. One of these points lights up when the gauge reaches MAX. Before, this would happen automatically when the gauge was full, but now you must press the A, B and C buttons simultaneously when the bar is full to go to the MAX state. Another new feature is that (in team play modes) your second character has four points and your final character has five points. You can also carry charged points over into the next round.

Other exclusive features not related to the power gauge include:

CONTINUE: A new feature in the game is the Continue Service. When you lose against the CPU and want to continue, you have a chance of gaining a special service when you start. For example, Attack Power-Up, No Gauge for CPU or MAX Gauge Start to name a few. The different option slots are rotated and you have to select one by

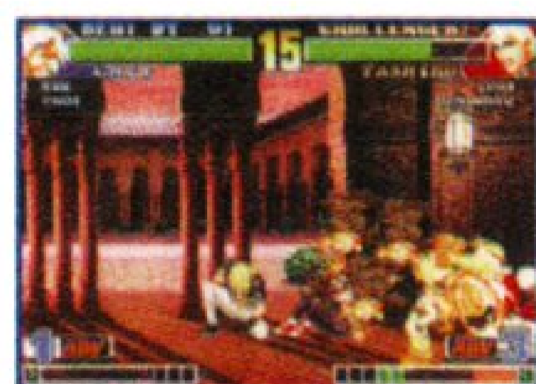


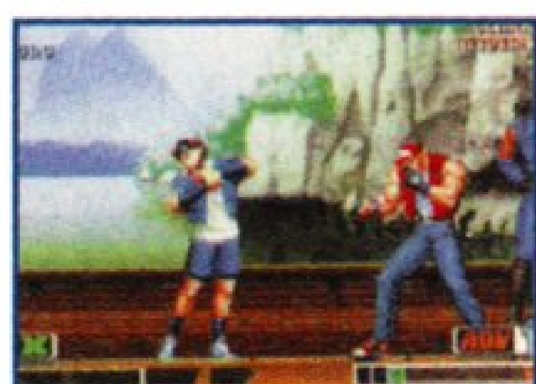


▲ If you're a fan of the King of Fighters series, the '98 installment definitely won't disappoint.









▲ All your favourite characters return once again.



▲ MAX-out with special moves and Supers.



▲ No idea who these two honey's are, but they're cute!



▲ Check out King of Fighters '98 at an arcade near you now!











pressing the A button. You can ignore this feature by pressing the D button.

JUMP: In KoF '97, the jump systems for the Extra and Advanced modes were different, but now they've been merged to give four different types of jump! These are:

Big Jump: Move the lever down then push it up.
Normal Jump: Push the lever up.
Medium Jump: Move the lever down then tap it up.
Small Jump: Tap the lever up.



▲ So what are the chances of King of Fighters '98 appearing on Dreamcast? Keep your fingers crossed...



▲ Air attacks are always useful.



▲ The Bogard brothers are back for more fisticuffs.



▲ SNK has improved even the game's 2D backgrounds.

The familiar Team Battle System and Team Edit features remain the same as before, but they're now joined by the Roulette Team Edit which creates a team by random selection. You can select either your whole team or just one or two members of your team in this manner.

Each of the stages has a much more international atmosphere to it with a lot more variation between them. In addition, some past stages make reappearances in new and improved forms. All in all, it seems that SNK has packed more features into King of Fighters '98 than any previous game in the series. We're really looking forward to getting our hands on this latest update and players can expect King of Fighters '98 to hit arcades around the UK any time now!







▲ Players can expect multi-hit combos galore!



DYNAMITE COP: EXCLUSIVE INTERVIEW!

Following the success of Die Hard Arcade, both the coin-op and Saturn versions, it was inevitable that AM1 would return to its hard-hitting creation. This issue, WARREN HARROD talks EXCLUSIVELY to Mr Rikiya Nakagawa (General Manager of AM R&D Dept. #1) about Dynamite Cop!





▲ Explosive action in AM1's Dynamite Cop!





▲ Mr Nakagawa is proud of his team's achievement.



▲ Model 2 technology is back... with a vengeance!

SSM Why did you decide to make Dynamite Cop?

RN When we developed Die Hard Arcade, there were various ideas that we couldn't include at that time, so we decided to use them all in a sequel. In addition, there are no other action games like this in arcades and we thought we could produce a title that would surpass our previous effort. But this time we wanted to have lots of enemies on screen and make them look more impressive, so instead of the ST-V board we are using Model 2 hardware. We started development straight after we finished work on the Saturn version of Die Hard Arcade.

SSM Tell us about the development team.

RN As before, the development was mainly done in America. We sent one planner, two programmers and four designers from Sega Japan to America and worked with some of the Sega of America development team. We provided most of the technical expertise and development know-how while they certainly have a better idea of overseas marketing an talented artists to do illustrations.



▲ One or two player action, the choice is yours.



SSM How has the gameplay advanced since Die Hard Arcade?

RN Fundamentally, the basics haven't really changed much, but we've improved a lot of minor details. Before, you could only move from side to side, but now you can move diagonally as well which gives you a lot more freedom to attack. There are also some mini-games to tackle as well.

SSM How are Dynamite Cop's three courses different in terms of variation?

RN Usually, when you finish a game once, there's nothing to make you want to play it again. We wanted to have much more variety and challenges in order to provide better replay value. Each course takes you through a different route in the massive ocean liner. However, the cruiser is just so incredibly big that you can't go through every area just by doing one course. Each stage has some specific sections of the ship that aren't in the other routes.



SSM Do the three different characters use the same type of attacks?

A. Not really. Player one is basically the same as the original character in Die Hard Arcade. He's a specialist with weapons. When he uses a power-up item, he gains a lot of amazing special attacks and has some really cool ways of shooting. The female player is good with wrestling attacks and at dislocating an enemy's joints. When she powers up, she can break an opponents bones 13 times! Lastly, there's Player Three who is a specialist with punch and kick attacks.





▲ Players have to rescue the President's daughter... again!



▲ Will Dynamite Cop appear on Saturn? Not likely.



▲ The disco stage is a mass of pulsing sounds and lights.









SSM Are the enemies tougher than in Die Hard Arcade?
RN The enemy characters are definitely more intelligent than before. They respond accordingly to each of the player's attacks and can now block as well. So if you keep trying to repeat the same attacks, they won't be effective. You'll need to vary you attacks to get past their guard. Enemies can also shoot at you from across the other side of the room, so watch out for sneak attacks.

SSM Please tell as about some of the interesting weapons in the game.
RN There are lots of objects in each stage that may be picked up and used as weapons, such as various Sega arcade cabinets. They look very impressive when they explode on screen. In addition, the food you pick up can either be thrown or eaten! If you eat it then you can restore your health, but if you can also throw it to inflict damage. Food like the sushi doesn't do a lot of damage, but if it's the last attack to topple an enemy then there's a special effect that's very funny!

SSM So how would you sum up Dynamite Cop?
RN Well, we've really powered-up this sequel with really stunning graphics and action intensive gameplay. If you want to rescue Caroline, the President's daughter, then you're going to have to practice your gameplaying techniques as well! Good luck! You're going to need it!





▲ What's the future hold for AM1? Only Mr Nakagawa knows!



▲ Take out the terrorists and save the hostages.



▲ Powerful attacks include many bone-breaking moves!



▲ Multiple routes are available throughout the ship.

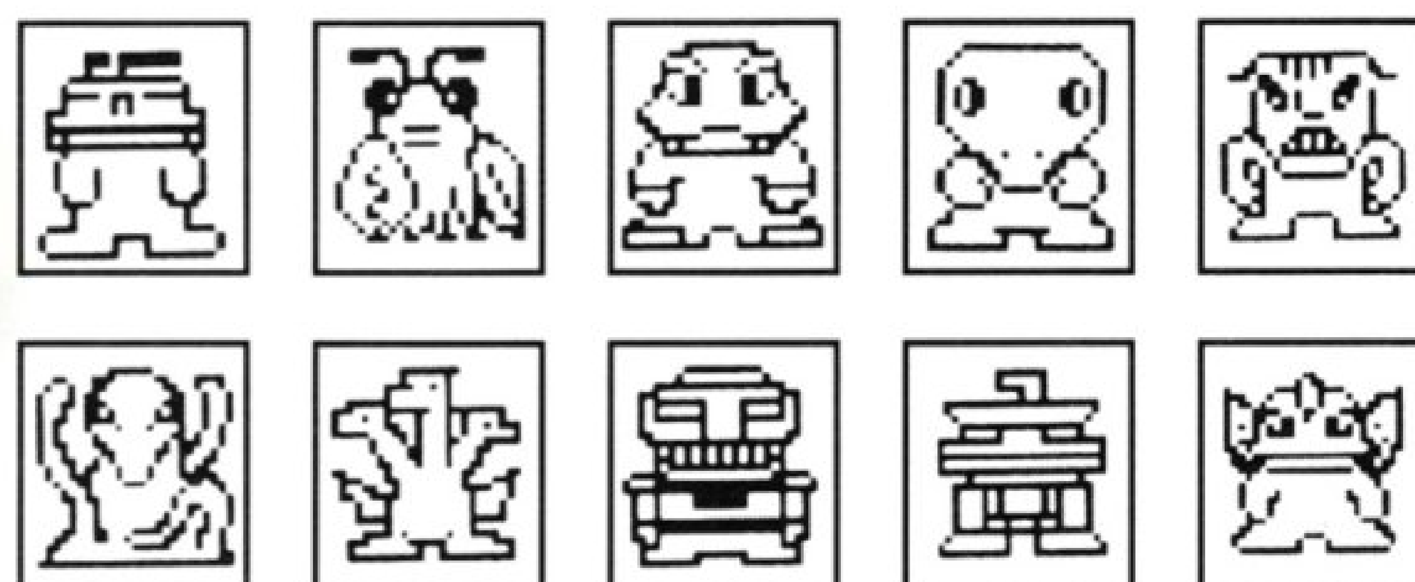
Up the... Back End!

The Godzilla VMS is ace, encouraging us all to swap DNA in a safe, non-sexual manner. Monsters are also ace, and let's face it, who hasn't felt the urge to rampage through Tokyo destroying skyscrapers at one time or another? Time for a special monster-packed feature then!

You Little Beauty!

Rodan, Mothra, Megalon, King Ghidora, Smog Monster - hardly the normal register call at school on a Monday morning, mainly because the VMS Godzilla game uses mini versions of the original city-chomping monsters that feature in the long-running Japanese movie series. Don't they look lovely?





Are you a monster?

Do people shake your hand or grab their children and run for their lives? We've all felt a little monstrous now and again, but here's where you find out if you're just a bit 'misunderstood' or if you're really a grade A student at Monster High.

1. You're in the supermarket. A shopper in front of you in the 'ten items or less' queue actually has eleven items. What do you do?
a. Pretend not to notice - you may have miscounted anyway
b. Audibly tut, but take no further action
c. Forcefully point the fact out to both customer and cashier
d. Shout "No! Everything is wrong!" and eat eleven customers as poetic vengeance

2. Your parents cook you a nice dinner, but the potatoes are not cooked properly. What do you do?
a. Politely crunch your way through them without saying a word
b. Leave the potatoes, pretending to be "full"
c. Complain about the potatoes and refuse to eat them
d. Smash table, eat parents

3. You win tickets for a romantic weekend for two in Paris. What do you do?
a. Stay at home because you have no one to go with
b. Sell the tickets to someone
c. Go to enjoy the joi de vivre of Parisienne life
d. Go to crush the Eiffel Tower and lay eggs in the Louvre

4. An elderly relative has died. What do you do?
a. Phone friends and family, offering kind words of support
b. Phone friends and family, to organise the funeral
c. Try to find their will
d. Eat the corpse, regurgitating it to feed your young

5. You're late for an important meeting, when a man approaches you on the street politely asking you to fill in a questionnaire. What do you say?
a. "I really... oh, okay then"
b. "Sorry, I'm in a hurry"
c. "Get lost!"
d. "Raaaaaaa!"

6. What's your fondest childhood memory?
a. Singing nursery rhymes with your mum
b. Learning how to 'wheelie' your bike
c. Learning to smoke
d. Shedding your skin for the first time

7. What did you have for breakfast today?
a. Cornflakes
b. Toast and jam
c. Crisps and a Mars bar
d. A couple of dogs and a cow

8. What's been your most embarrassing moment?
a. Forgetting to return that library book
b. Falling off your chair in a restaurant
c. Being sick on your girlfriend
d. Accidentally destroying Osaka instead of Tokyo

9. If you could change one thing about your life, what would it be?
a. Worked harder at school
b. Been more careful
c. Asked that girl out
d. Not swum near that nuclear waste

10. What's the most important thing you've learned?
a. Always pay attention to the needs of others
b. You don't die if you step on the cracks in the pavement
c. Pre-heat the oven before cooking a pizza for that extra crispy finish
d. Destroy power-plants first to weaken enemy defences

11. What do people do when they see you walking down the street?
a. Say hello and ask how you've been
b. Smile and continue walking along
c. Pretend they haven't seen you and cross the street
d. Run away screaming "No! Please God, no!"

How did you answer?
Mostly a. You're not a monster, just what's known as a 'nice person'.
Mostly b: You're not a monster, just what's known as a 'normal person'.
Mostly c: You have a few monster chromosomes, but your human side usually wins
Mostly d: Me monster! Me smash Tokyo! Nothing stop monster!

Japanese Advert of the Month!



▲ Important research into the differences between UK and Japanese gamers. Ahem!

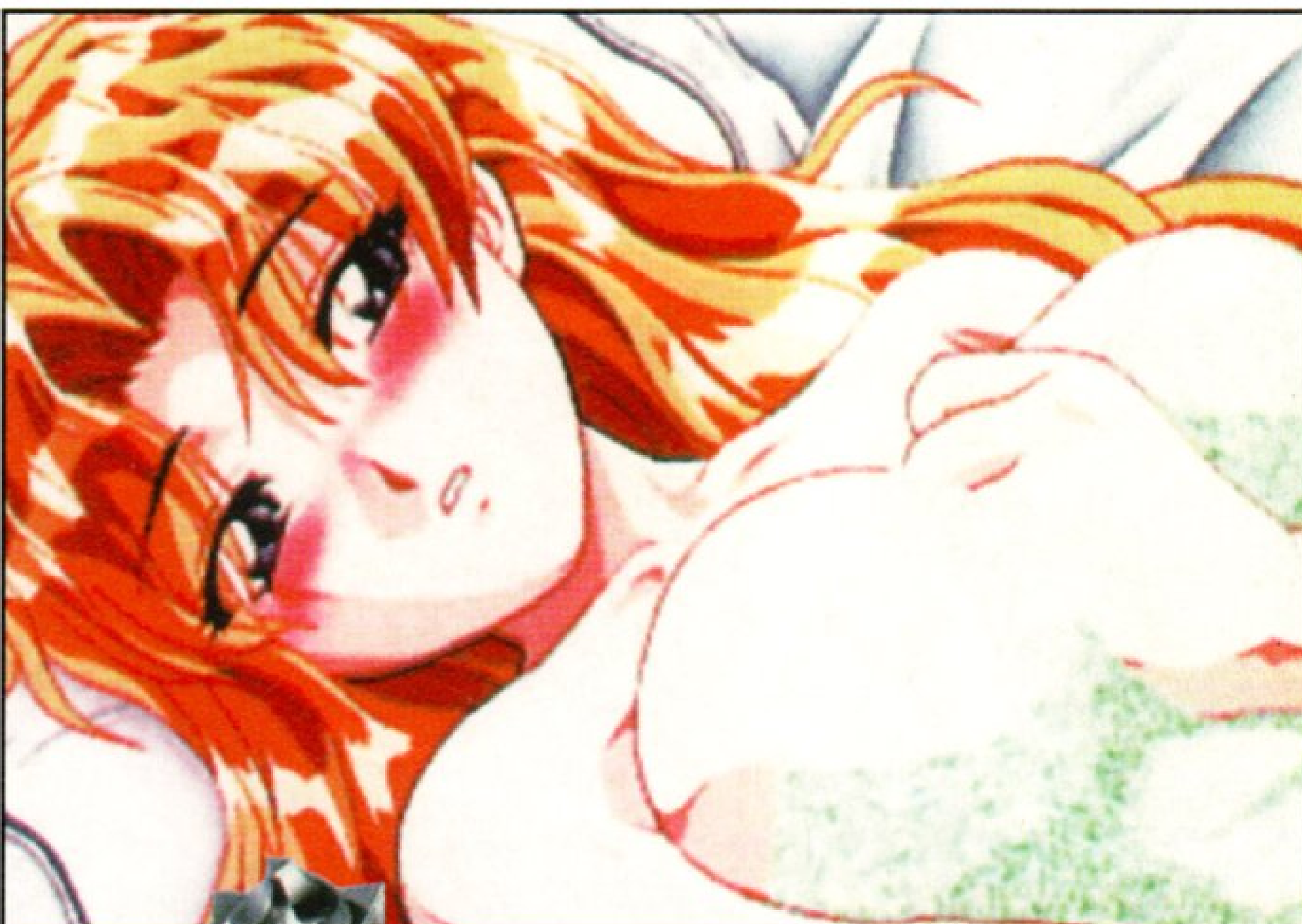
The game is called Steam Heart's something-or-other, but those pussy-eared girls don't look like they're steam-powered to us. Mind you, we are building up quite a head looking at this lovely piece of advertainment, so maybe there are a few pistons grinding away underneath those cat-like superchicks. Do you think they need any extra lubrication?



▲ Are you thinking what we're thinking?



▲ A bit more, bit more, bit more... yes!



The real things!

The classic Japanese Godzilla movies are great... and that's official! Here's a quick look at the 'real' monsters in question, along with their super-deformed VMS mini counterparts.

















MECHA-GODZILLA







*No monsters were harmed during the production of this feature.

and finally...

Rage!

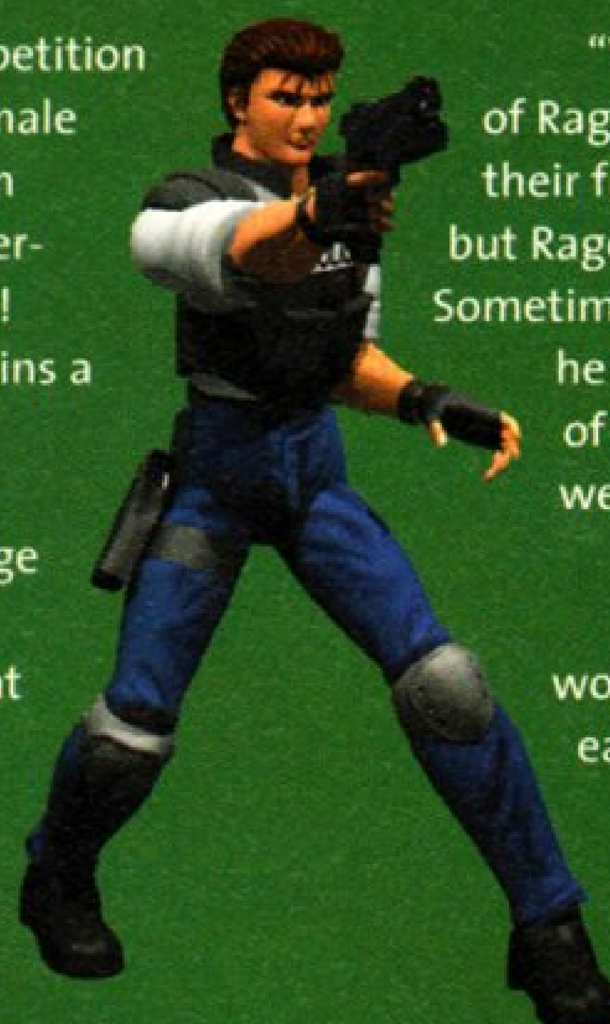
Pull my trigger, I get bigger, then I'm lots of fun!" - Alice Copper



There's nothing like shooting your load at some juicy melons!

In issue #34, we ran a competition in Virtua Writer for our female readers to come up with an "And Finally..." page to entertain and stimulate the girlie readership! Well, guess what? Samantha Grundy wins a cool prize for this entry! Girl Power!

"Michael Hardy, also known as Rage from Virtua Cop 2, is most definitely a top Virtua Hunk for me. Just look at that build, that bulging six-pack almost showing through the tight armour. Those CUTE features, which have a serious look of Gerry Anderson's megabloke, Captain Scarlet. (Swoon!)"



"You simply cannot dismiss the sheer SIZE of Rage's weapon! Most cops have usually spent their full load after six squeezes of the trigger, but Rage can keep going up to FIFTEEN TIMES! Sometimes, shooting three at once! Most men that he encounters simply give up from the power of that piece... Plus, I can play with his weapon any time I like... day or night!"

"If Rage was to save me in a firefight, I would gladly do whatever he wants. Even ease his itchy trigger finger!"

"Janet Marshall had better keep her hands off... unless it's a catfight she's after! He's mine, all mine!"

